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STAR FOX ADVENTURES
MINORITY REPORT
RED FACTION 2
RATCHET AND CLANK
MEDAL OF HONOR GBA

FINISHED!

RESIDENT EVIL
Goretastic guide inside!

PLUS!

WWE RAW AT LAST - THE UK VERSION REVIEWED & RATED! P.82

DOOM 3 BEST LOOKING GAME EVER? JAW DROPPING SCREENS! P.12

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FIRST SHOTS!

HALO 2
SEE IT RIGHT NOW AND GASP! P.10

TUROK EVOLUTION
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PlayStation 2

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REFLECTIONS INTERACTIVE

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Games Master

Slip your steel polo neck on, *Onimusha 2*'s finally here and looking to introduce sword to neck wherever possible. It's just the job for anyone missing *Resi* on PS2. Talking of which, you should check out our goretastic guide to the Cube remake (P.68). The other thing you need to know about is all the new stuff. Big new stuff. Head just over the page to see *GTA Vice City*, *Halo 2* and tons more!

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Blood spraying samurai survival horror! The UK version gets rated!

ONIMUSHA 2 Samurai's Destiny

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RESIDENT EVIL

Huge Umbrella defeating tips! No zombie left alive, sorry, undead!

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TONY HAWK'S PRO SKATER 4

Prepare for maximum knee scabbage on every machine!

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grand theft auto vice city

FIRST EVER SHOTS!

GTA VICE CITY

It's Miami nice! See it revealed right now in GM!

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TUROK EVOLUTION

Slavering dinos barking in your face? Fret not – *Turok*'s back!

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HALO 2

What another one already? Oh yes, and it promises to be *Halo* squared! Hot news here!

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LEGEND OF ZELDA

All new shots and facts! Link's back and looking shady!

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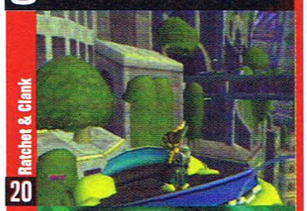

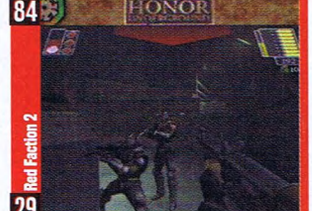

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You're only a *Team GM* away from the hottest gaming goss in the business...

Games Master

TEAM GM

Who's dying for a slash in GM 125!

READER of the MONTH!

AKHUEMOKHAN PATRICK
SERIOUS!

"Meaningless, all is meaningless!" Words from a man who loves his GBA and thinks deeply about his games, Akhue is our reader of the month for his two page long poetic contemplation on the state of games today that he sent us, but which was a bit too cryptic to be printed. But one thing is for certain - he didn't like the Dreamcast much. Peace.

JONNIE BRYANT
OH-MYO MYE

Fave Game: The Thing
Worst Game: Bruce Lee
Bears vs Clowns: Bears. If I gave them guns.
Where should GTA be set next: 1950's Paris

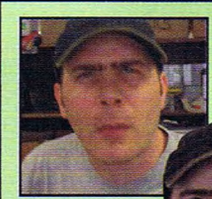
The way of the Samurai isn't just about fighting, there's the whole cultural aspect as well – like music for instance. My fave songs are 'It's Ronin Men' and 'Samurai, Early in the Morning', also anything by Katanarama or the Ronin Stones.

ROBIN ALWAY
HITOMI BABY-ONEMORETIME

Fave Game: Conflict: Desert Storm
Worst Game: Bruce Lee
Bears vs Clowns - in a fight: Clowns. Bears, good hearted. Clowns, evil.
Where should GTA be set next: Moonbase Alpha

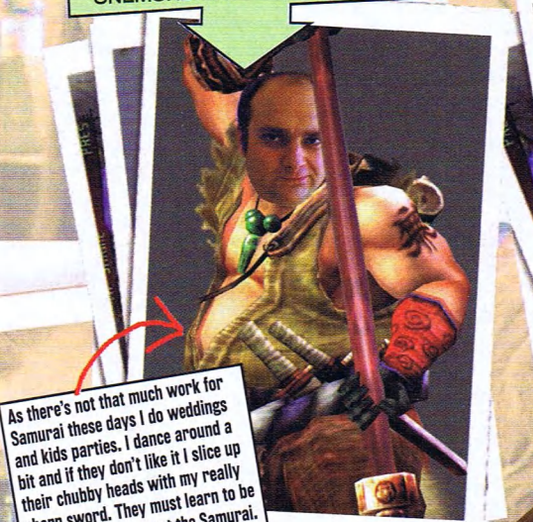
KIERON GILLEN
HEI MIKAMI (YOU'RE O FINE)

Fave Game: Warcraft 3
Worst Game: Sprocket and Chaff
Bears vs Clowns: Clowns. Using their human nous and spear traps.
Where should GTA be set next: Modern day Bath



PAUL TYSALL
ITSGUN TITSUP

Fave Game: The Thing
Worst Game: Crockoff and Spank
Bears vs Clowns: Bears (laser guided ones)
The next GTA?: In the small of my back where the sweat collects!



As there's not that much work for Samurai these days I do weddings and kids parties. I dance around a bit and if they don't like it I slice up their chubby heads with my really sharp sword. They must learn to be honorable and respect the Samurai.

"After the death of my Shogun, I became a Ronin – a masterless Samurai, doomed to roam the earth alone. So I learnt how to play the guitar and gigged in Korea."
Seoul?
"No R'n'B."

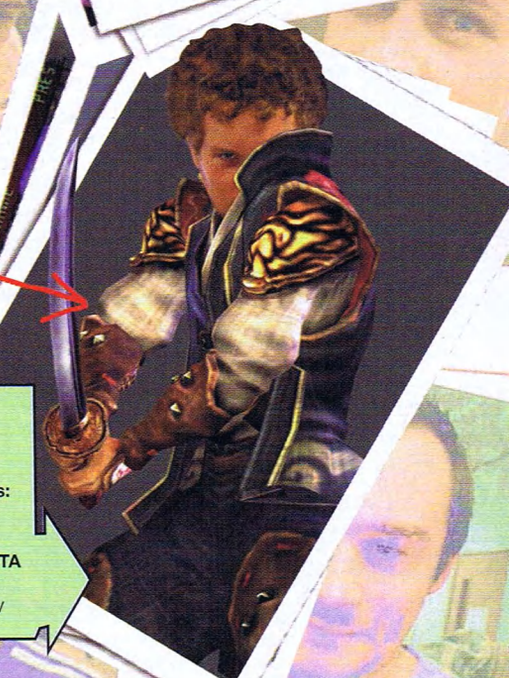
When I was just a baby Ninja, my teacher said to me 'consider that which exists to exist and that which does not exist to not exist, and recognise things just as they are.' So I told him straight – that doesn't make any sensei.

ROY DELANEY
MIKA NO

Fave Game: Big Mutha Truckers
Worst Game: Bruce Lee
Bears vs Clowns: Bears. Cos of their stinking gurt claws
Where should GTA be set next: 1990's Chertsey

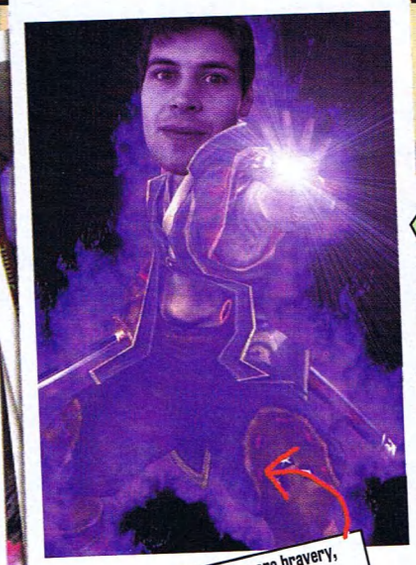
You can tell a lot about a man by the way he walks. Man bent double with burden of truth take the path of righteousness. Man who skip along with a jaunty smile take footway of corruption. And man who walk through turnstile sideways going to Bangkok.

As a Samurai you treat nature with respect and reverance. So one day I saw this cute squirrel, tried to pet it and it bit me. So I shaved it's head up into wafer thin bits with my really sharp sword.

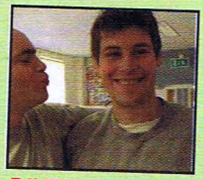


TOM EAST
HIDEO KILDURADIO-STA

Fave Game: Silent Hill 2
Worst Game: Capcom vs SNK
Bears vs Clowns: Bears. They just seem harder.
Where should GTA be set next: Ipswich, Saturday afternoon.



The Seven Samurai Principles are bravery, rectitude, compassion, honour, Grumpy, Bashful, Greedy and Yul Brynner.



DAVE HARRISON
IUCHI-EN SCRATCHI

Fave Game: Tekken 4
Worst Game: Crockett and Tubbs
Bears vs Clowns: Clowns. They're killing machines!
Where should GTA be set next: Late 80's Madchester

OLLIE HURLEY
DAI-OH RYER

Fave Game: THPS4
Worst Game: WWE: Raw
Bears vs Clowns: Clowns. They're devious blighters.
Where should GTA be set next: Forest of Dean. Eight-ish.

I was once hired to use my Ninja skills to kill a wise old man. When I faced him he asked me why I felt I had to use violence to solve problems, then told me that the pen is mightier than the sword. Touched by his words I stood down and put my sword away. Then I stabbed him with a biro.

"After the death of my Shogun, I became a Ronin – a masterless Samurai, doomed to roam the earth alone. So I decided to check out a music concert in Malaysia."
Singapore?
"Yeah and the rest of the band sucked as well."

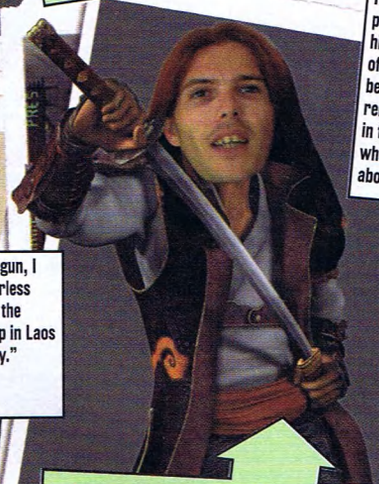
MARTIN KITTS
GHODAM KYOTI

Fave Game: Smuggler's Buns
Worst Game: Terminator
Bears vs Clowns: Bears. Stronger. Teeth.
Where should GTA be set next: Milton Keynes.

RICH MELVILLE
PERIKOMO

Fave Game: Tekken4
Worst Game: Riding Spirits
Bears vs Clowns: Never mess with a clown.
Where should GTA be set next: 1960's Liverpool

"After the death of my Shogun, I became a Ronin – a masterless Samurai, doomed to roam the earth alone. And I ended up in Laos where I got a dicky tummy."
Inkhasi?
"Constantly."



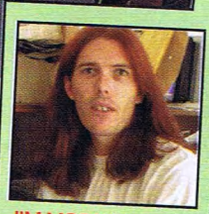
Remember, man whose profession is arms should calm his mind and look into the depths of others. Doing so is likely the best of the martial arts. Also remember, man who drop watch in toilet, have chitty time and he who sit on upturned pin, rise above all.

Being a Samurai, doesn't mean you don't have family. I've got a kid brother and he's really annoying, so I use my Samurai training to remain honorable and patient. But then I just stab him in the eye with my really sharp sword.

ALI TURNER
SPUT KAGE-SULE

Fave Game: Harry Potter
Worst Game: Big Mutha Truckers
Bears vs Clowns: Bears. Thanks to halitosis
Where should GTA be set next: Birmingham, half past seven.

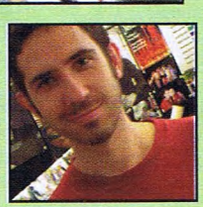
"Even Ninja's need holidays so this year I took my wife to Indonesia."
Jakarta?
"No, she took the plane with me."



JIM MCCAULEY
OBULADI OBULADA

Fave Game: Conflict Desert Storm
Worst Game: Bruce Lee
Bears vs Clowns: Clowns. Nothing more scarier.
Where should GTA be set next: London 1992. Poll Tax time.

The Samurai Creed goes as follows... I have no parents; I make the Heavens and the Earth my parents. I have no home; I make the Tan T'ien my home. I have no divine power; I make honesty my Divine Power. I have no money; could you lend me fiver?



ALEX MEER
TIKKI DISCO

Fave Game: Mafia
Worst Game: Turok
Bears vs Clowns: Clowns. They'd use their big shoes.
Where should GTA be set next: Gladitorial Roman times.

ALEX COOKE
RONIN KEATING

Fave Game: Onimusha 2
Worst Game: Turok
Bears vs Clowns: Bears. Gentle Ben kicks ass!
Where should GTA be set next: Stalingrad 1943

HOT NEWS

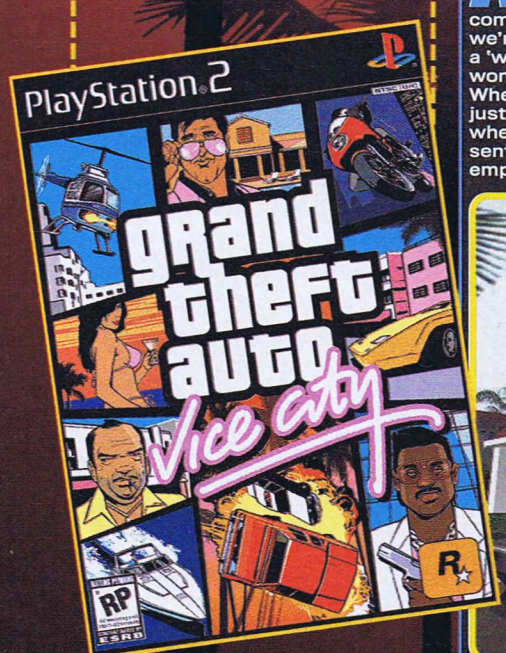
GTA VICE CITY EXPOSED

VICE CITY – THE FACTS!

Why *Vice City* will be more than twice the game *GTA3* was.

	GTA3	VICE CITY
WEAPONS	15	40
VEHICLES	50	120
HOURS OF MUSIC	3.5 HOURS	9 HOURS
VOICE-OVERS	2000	8000

- Release date: October 22nd 2002.
- Developers: Rockstar North.
- For PlayStation 2 and PC only.
- Main character Tommy Vercetti.
- You can now enter buildings.
- Auto targetting & instant lock-on.
- Features martial arts moves.
- Map display has height monitor.
- Motorbikes are included.
- Improved Police and citizen AI.



▲ You only have to wait till October till you'll this charming cover in your local games shop just waiting to be snapped up.

Everything you need to know about the new *GTA*!

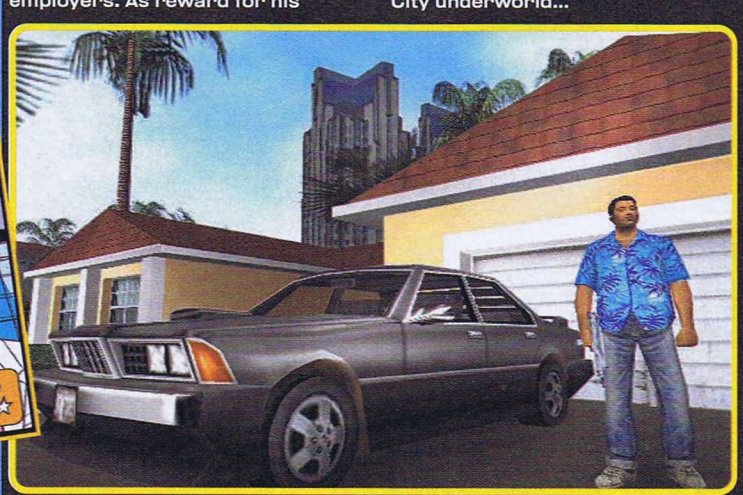
At last! The most eagerly awaited game of the year has been unveiled and GM's here to bring you the very first details of... *Grand Theft Auto: Vice City*! (You don't know how much we've been looking forward to typing that).

Since our world exclusive review of *GTA3* last year it has gone on to sell 7 million copies worldwide making it the most successful PlayStation 2 or PSone game of all time. Ever. Not that it was all down to us or anything.

Enough of our yakking, see what Rockstar have got in store for us, remembering all the time that it's just a few short months away from release! Much more next month!

The Story!

As *Vice City* is situated in a different place and time period to *GTA3* there are no shared plot strands, this is completely new territory. This time we're in control of Tommy Vercetti a 'wiseguy' and street hood, who works for the Forelli brothers. When we catch up with him he's just been released from prison where he's patiently served his sentence without ratting out his employers. As reward for his loyalty, Sonny Forelli sends Tommy to expand their 'business' down in Vice City. Sadly, Tommy messes up his first deal and loses his bosses' money. In order to pay back the cash to his bosses, who aren't known for their patience, Tommy has to use his initiative and talent for violence to gather the cash in Vice City. On his side is bent lawyer Ken Rosenborg who provides a pastel suit and contacts in the Vice City underworld...

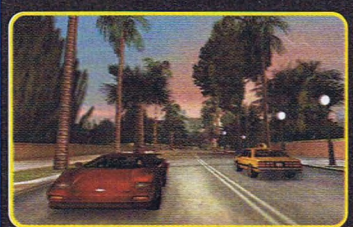


▲ How's that for 80's styling – stone washed jeans, white trainers and a souped up BMW. Lead character Tommy wears his Hawaian shirt and Adidas Superstars well and check out the silver Uzi – Miami nice! Ahem.

The Gameplay!

It's the same mission based structure with the familiar control set-up but Rockstar have addressed the biggest problem in *GTA3* – the aiming system. This time the crosshairs will lock on to the highest priority target rather than the nearest and will change colour according to the degree of threat the target provides. It's not just rival hoods you'll be capping this time as you can now shoot out the tyres of other cars – perfect for slowing down the police. Then there's a new crouch move which should be useful in street battles as Tommy will able to take cover behind walls and benches.

The mini-missions will return and while details are scarce at the moment we discovered that a special pizza delivery mini-game is to be included.



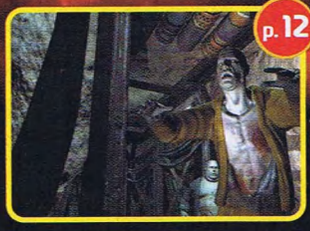
▲ With the brand new aiming system in place it should be easier to pull off drive-by shootings. An essential skill for would be gangsters.

▲ Rockstar promise that *Vice City* will be loaded with mini challenges and sub missions. Golf?

p. 10

HALO 2

Say er, "Hi, you alright?" or even "Hello!" to *Halo 2*! Gorge your eyes on the first screens and facts and check out the poster on P.58!



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DOOM 3

Eye vibrating new screens and info on what must be the best looking game in the world. Ever. Remember friends, everything you see is IN GAME!

p. 15

RESI 0

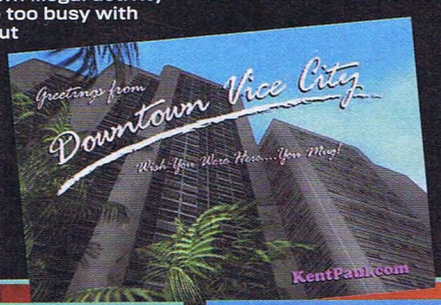
A fresh batch of beautiful *Resi 0* screens plus an all new and dead mysterious character. Looks like a goddam hippy. And please, don't have nightmares.

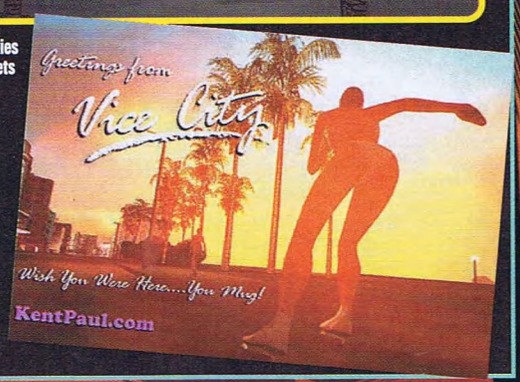
E BIGGEST NEWS FIRST! ♦ THE BIGGEST NEWS FIRST ♦ THE BIGGEST NEWS FIRST! ♦ THE BIGGEST NEWS FIRST! ♦ THE BIGGEST NEWS FIRST! ♦ T

The City! Take a GM Guided Tour...

Vice City is based on Will Smith's second home – 'Miami', location, of course, of Miami Vice and Scarface. It's the land of sun, sand, bikinis, linen suits and is much easier on the eye than the dark streets of Liberty City... Plus it's twice the size! Yep, if you thought Liberty City was big you ain't seen nothing yet. Also rather than having the three island setup, the whole of Vice City is open to roam around right from kick off. But it's not just streets to explore as *GTA: Vice City* has interiors as well, so Tommy will be dispensing his unique blend of community action in discos, hotels, shops and bars! The look of the game has tweaked and is far tighter than *GTA3*. The textures are more high res, there's a new lighting system to handle all of Vice City's neon and the character models have been altered. Instead of the boxy appearance all inhabitants are fully skinned, far more convincing and found in greater numbers. Vice City is alive with activity with tourists, joggers and sweating old people all blessed with better AI. Then there's rival gangs who are busy with their own illegal activity and police maybe too busy with them to care about you. Great!

▲ With the palm trees, beaches and blue skies it's a paradice compared to the gritty streets of Liberty City. It's like being on holiday!

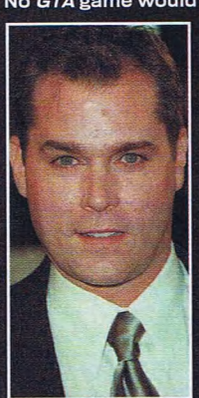




▶ Now you'll be able to enter buildings like this as some missions are made up of interior and exterior action.

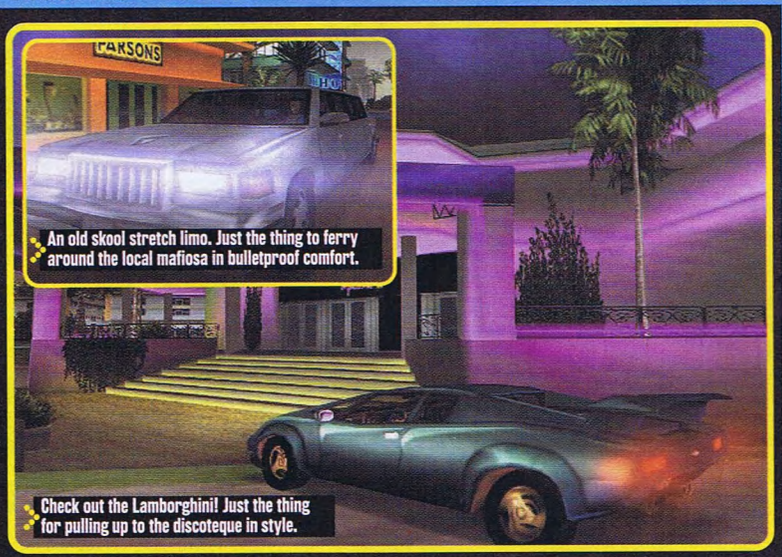
The Soundtrack!

Not only will Tommy look good but he'll sound good. Yes, he'll speak and who better to provide the voice over than star of *Goodfellas*, Ray Liotta! Amazing casting, mainly as it's so obvious. Rockstar also boast they've acquired the service of another 20 top Hollywood actors to provide the rest of the voices. No *GTA* game would be complete without the radio stations, but instead of creating their own mood music, Rockstar have licenced over 90 songs from the 80s including tracks from *A Flock of Seagulls*, *Cutting Crew* and the Morecambe and Wise of pop – *Hall & Oates*.



▲ Ever since he was a young boy he always wanted to be a gangster and now he's typecast.

The Vehicles!



An old skool stretch limo. Just the thing to ferry around the local mafiosa in bulletproof comfort.

Check out the Lamborghini! Just the thing for pulling up to the discoteque in style.

All the vehicles available will be authentic to the time period so expect sharp looking Ferraris and the odd DeLorean would be nice. But brand spanking new to the GTA universe are bikes! Yep, Tommy will be able to straddle a hog and leave the police eating his dust. And ladies will be able to hop on the back! You can also expect boats to play a much bigger part in this game as a series of canals and harbours are sprinkled throughout Vice City.

SCANDAL MONGER

PLAYSTATION 3 CELLS OUT

Top boffins from Sony, IBM and Toshiba have created a new chip called 'The Cell', which is rumoured to be for a PlayStation 3! Development is at very early stage but it should be ready for mass production by 2004. It's said to be able to 'handle high-bandwidth communication and run multiple devices' – which can't be a bad thing.

SHOUTING "LLAMA, LLAMA, LLAMA!"

How much would you pay for some fabulous old-skool shooting action on your PC? How about a fiver? That's all GridRunner++, the latest from legendary developer Jeff Minter, will cost you. Check out the demo, from www.llamasoft.co.uk. Full review next month.

LIGHTS, CAMERA, TAXI

Film production company Mindfire Entertainment has announced that a movie of mental driving game *Crazy Taxi* is currently in production. They hope to create a film with the quirkiness of *Taxicab Confessions* and the high octance action of *The Fast and the Furious*. Well good luck to them, but it's gonna be no *Karate Kid*.

SITTING IN A TREE

Baldurs Gate and *Neverwinter Nights* creators BioWare are teaming up with Microsoft to create two new RPG's, one for the Xbox and for the PC. This exclusive deal will allow BioWare to make a break from their usual Dungeons & Dragons setting and create entirely unique and original worlds. Exciting stuff!

BOMBERMAN ON XBOX, MAN

Yep, it might be the most powerful console ever and able to chuck around huge 3D worlds, but it seems there's still a place for old skool puzzle games as *Bomberman* is set to return for the Xbox. Developers Hudson will be repsonsible and as the explosive puzzler is such a great multiplayer game there could be some on-line potential.

STOP PRESS! GTA3 ON GAME BOY ADVANCE OUT EARLY 2003!

GOTHAM GOES GA-GA AGAIN!

The same day that Microsoft announced *Halo 2*, they also lifted the lid on the Project *Gotham Racing 2* for all you racing hotheads.

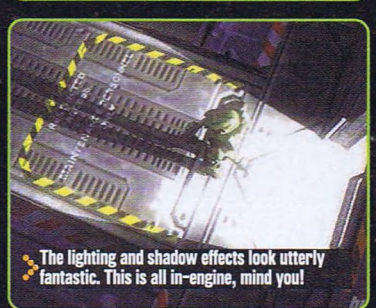
Bizarre Creations are beavering away to cram even more in this time. There'll be new cities including Hong Kong and, bizarrely, Edinburgh, as well as a whole load of new cars. In fact, the reason there aren't too many shots to look at right now is because one of the cars, the Enzo Ferrari, is so brand new that Ferrari haven't even unveiled it yet and they don't want the world seeing the *Gotham* version before the real thing's on show.

There's Porsche, as they say in Wales. This is Edinburgh, though. Oh well.

That *looks* clever, but do you have any idea how much a new set of tyres costs?

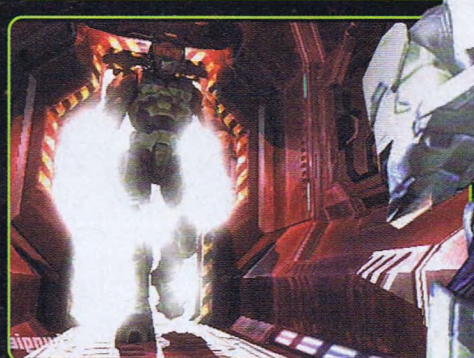
Master Chief's looking a lot more battle-scarred this time. Hardly surprising, is it?

More weapons await. This one looks like it has a serious scope attached. No hiding place!

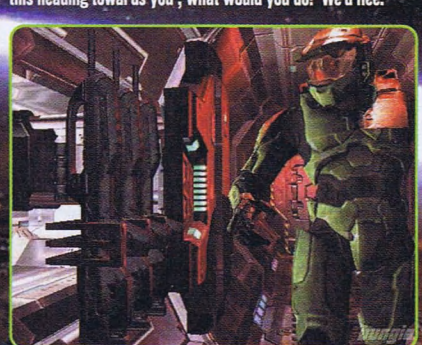


The lighting and shadow effects look utterly fantastic. This is all in-engine, mind you!

Check out that detail! Even the reflections on the Master Chief's helmet are done in real time. We're drooling.



▲ If you were a squeaky little Covenant bad boy and you saw this heading towards you , what would you do? We'd flee.



▲ "What do you need?" "Guns. Lots of guns." He's going to need them; this time it looks like the Covenant have their eyes set on Earth. Stop 'em!

HALO 2 UNVEILED!

» *Halo* again, Master Chief!

"*Halo 2* is a lot like *Halo*," says Bungie head honcho Jason Jones, "Only it's *Halo* on fire, going 130mph through a hospital zone, being chased by helicopters and ninjas, and the ninjas are all on fire, too."

Sounds to us like he thinks *Halo 2* is going to be quite good. And from what we've seen, he might just be right. *Halo 2* ain't yer average sequel. You thought the original looked pretty good - Bungie think they can do better. So instead of just upgrading the original *Halo* code they've gone for a complete rewrite, jamming in every possible graphical effect they can and, they reckon, pushing the Xbox to its limit. Nice.

Bungie are promising more weapons - again, Master Chief can nick guns from dead enemies - bigger landscapes and more vehicles to explore them in. And in a cool Xbox Live tie-in, they have something special planned for the multiplayer component. "Imagine the essential *Halo* single-player experience - pitched battles between the humans and the Covenant, massive vehicle and infantry engagements," says lead designer, Jaime Griesemer, "Now imagine that every combatant is an actual person playing over Xbox Live!" Sounds good to us.

But what's the game going to be about? Details are being kept quiet but from what we've seen, Master Chief is going to have to save Earth from the Covenant and chums. The only problem? It's not out anywhere until Christmas 2003!

It's a-Live!

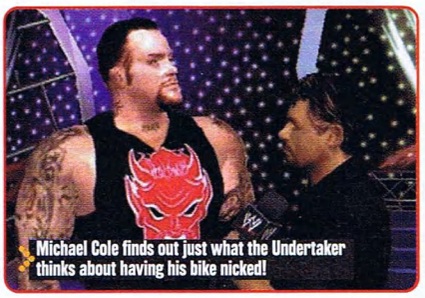
Great news if you live in the USA - Microsoft are launching Xbox Live on November 15th. It's their online broadband gaming service, enabling you to play the next generation of Xbox titles over the net, and also bunging in real-time voice communications so that you can shout at whoever's caning you at *Halo 2*.

And the latest rumours are that it'll be rolled out over here this year too. Though broadband in the UK is still in an hilariously flakey state. But when it does arrive, expect it to cost £40-£50 for all the kit you need plus a year's service, if the $49.95 US price tag is anything to go by. More details soon.

▲ "Hello! I'm Z|Bandito from Hawaii! And I'm waiting to give you a good kicking on Xbox Live! See you there, tiger!"

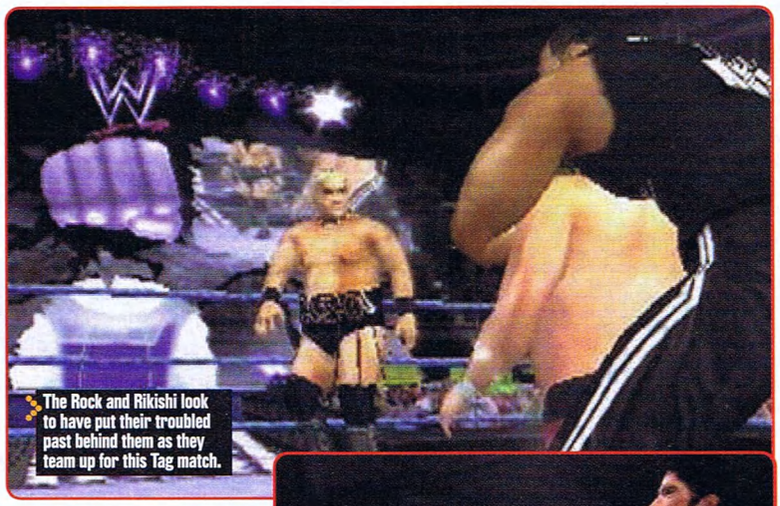
TIS THE SEASON TO BE RASLIN'

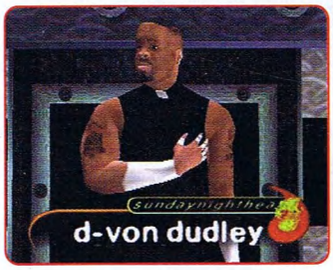
SmackDown!'s season revealed!


Michael Cole finds out just what the Undertaker thinks about having his bike nicked!

Following up from our exclusive *WWE: SmackDown! Shut Your Mouth* shots from last month here's a glimpse of the new improved season mode we told you exclusively about last issue. This time each character will have a story with events that are specific to them and mirror events that happened in TV shows, rather than the rather random storylines that appear in the previous games. This means they're be more variety to the Season Mode and consequently greater replay value in the one-player game.

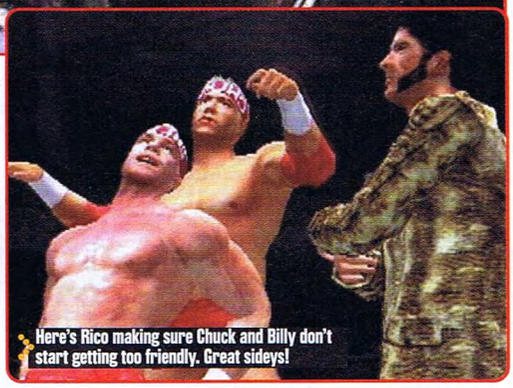
Also we've got our first glimpse of new additions to *SmackDown!* with personal stylist Rico and ye olde favourite Shawn Michaels in some new fetching attire. *WWE Smackdown! Shut Your Mouth* is out on the PS2 this November!


The Rock and Rikishi look to have put their troubled past behind them as they team up for this Tag match.



▲ From sociopath to preacher. D-Von has seen the light since the original Dudley Boys split.

▲ Jeff Hardy really did nick the Undertaker's bike in one of the recent shows. And here it is in *SD!4*.


Here's Rico making sure Chuck and Billy don't start getting too friendly. Great sideys!

GAMECUBE SQUARES UP

Final Fantasy Explosion Coming!

Square are going out of their way to make everyone happy at the moment. After confirming that they are about to sprinkle their RPG magic on Nintendo for the first time since the SNES, they've finally shown screens and details.

Final Fantasy: Crystal Chronicle will be coming to Japan early next year for both the GBA and the GameCube and will feature a link-up capability so you can play it on the GC and carry on the same adventure on the GBA. It'll be the first FF to dispense with turn based battles. Also the GBA version will support a four-way multi-player cooperative play option! And to keep the fun flowing a *Seiken Densetsu* (or *Secret of Mana*) title, a *Chocobo* game and *Final Fantasy Tactics Advance* are also coming out on the GBA next year.

But that's not the end of Square's generosity as they are releasing both *Final Fantasy 1* and *2* for the PSone. Originally released for the NES 15 years ago, the games that kicked off the classic RPG series are being retouched with improved graphics, FMV sequences, quick saves and 3D maps. Japanese gamers will be getting their share this year, but we might have to wait till 2003 to join in the fun. Harummph.

The world's first glimpse of *Final Fantasy Crystal Chronicle* on GameCube. Fights are now realtime!

Unless you're an elderly gamer this is probably your first look at *Final Fantasy 2*.

The graphics might have changed over the years but *FFI*'s gameplay will be very familiar.

SCANDAL MONGER

DRAGON ON A BIT!

George Stobbard and Nico Collard are back! No really! Yep, get ready to point click and puzzle solve with the third *Broken Sword* game – *Broken Sword: The Sleeping Dragon*. Developers Revolution will be at this ECTS to reveal the dragon in question, why it's sleeping and what the PC, Xbox and PS2 version look like.

NO STOPPIN' THE COFFIN

Activision have snapped up the rights to mental Sega game *Gungrave*. Pencilled in for a winter release, it's cell-shaded, action intense shoot-'em-up, starring an undead assassin called 'Grave' who has 'guns' which he'll use to bring down a crime syndicate. Oh yeah, and he carries a coffin on his back.

▲ It's big, daft and on it's way to the UK.

SPLITTERS OFFLINE

Bad news concerning *Timesplitters 2*, people. Despite its developers Free Radical revealing that the shoot-'em-up sequel would be playable on-line, 'technical problems' have prevented this happening. And rather than delay the September release dates for the Xbox and the PS2, they've canned the idea. Blimey, that's a choker! Do you think they'll bother trying again with *TS3*?

▲ It'll only be splitscreen multiplayer in TS2

CHEAP AT HALF THE PRICE

Great news for the tight fisted as bouncy PS2 platformers *Monsters Inc.* and *Jak and Daxter* are becoming part of the 20 quid Platinum range. Also Konami have annouced that *ZOE*, *ISS*, *Silent Scope*, *Age of Empires 2*, *Ring of Red* and *7 Blades* will also be available for £20. Their budget range is to called 'The Collection'. Classy!.

DOOM 3

THE BEST-LOOKING GAME EVER!

Doom 3's looking scarier – and it's coming to Xbox...

***Doom 3*'s been on show again and id themselves having been spilling their guts on the horrors you can expect. It's gonna make your jeans grow, but not in a nice way. More of a 'phew, what's that whiff?' fashion.**

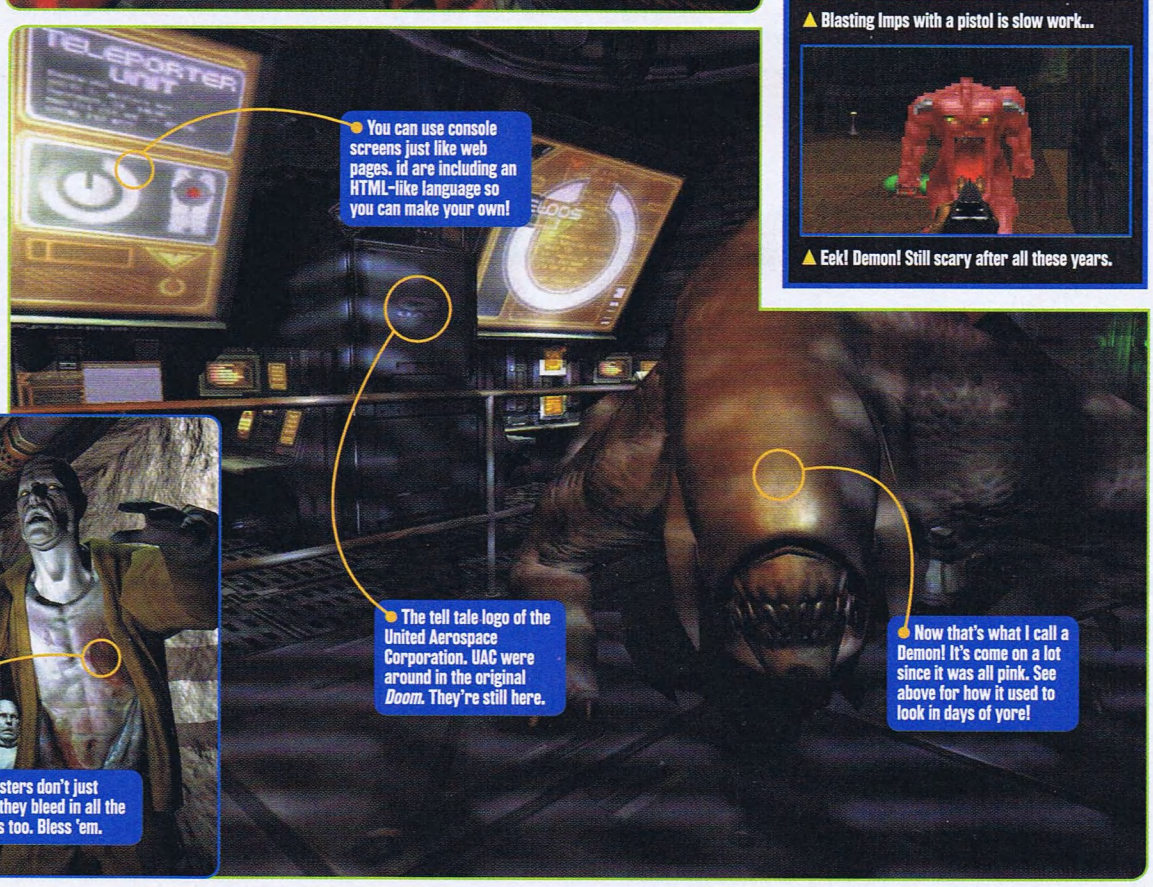
And the party's no longer a PC-only affair. Id's John Carmack confirmed that an Xbox version is in the pipeline, but that they won't be starting work on it until the PC version is out the door.

Don't go expecting the world's biggest game - Carmack's more interested in making it an intense experience rather than a long one, and he reckons that hardcore players will probably be able to play through it inside a weekend.

That should be one hell of a weekend. When Robin saw *Doom 3* at Activate - Activision's annual press event - he emerged ashen-faced and quivering, mumbling, "The horror. The *horror*!" Once he'd calmed down he described stomach-churning scenes of Space Marines having their innards torn out by hungry demons, and the spectacle of blasting one of those fat, grey-skinned zombie types at the top of a staircase and watching it tumble, all too realistically, down the stairs.

Not even the news that the deathmatch is likely to be a simple, four-player affair can dampen our enthusiasm for *Doom 3*. We're praying it'll be out in the spring, but in traditional id fashion it'll be out 'When it's done.' Hurry up! There's hellspawn to be blasted!

This looks like an Imp to us. Back in the day he was a fireball-flinging brown thing, He looks a lot more deadly now.
Check out that lighting! If you like things gloomy you'll be able to shoot the lights out and plunge things into darkness!


TELEPORTER UNIT
You can use console screens just like web pages. id are including an HTML-like language so you can make your own!
The tell tale logo of the United Aerospace Corporation. UAC were around in the original *Doom*. They're still here.
Now that's what I call a Demon! It's come on a lot since it was all pink. See above for how it used to look in days of yore!
Check out the textures! No detail's too small for it to be rendered as well as possible. This game's going to melt your eyes.
The monsters don't just look good, they bleed in all the right places too. Bless 'em.

Why We're Mad To Be Doomed!

If you've only ever seen the GBA version you might be wondering what all the fuss is about. Let us explain...

Back in the early 1990s there was one main reason for buying a PC – *Doom*. Long before Resi had you filling your kecks, *Doom* was terrifying the PC world, and later made appearances on the PSone, Atari Jaguar and even the SNES. What made it so scary? Atmosphere. Bags and bags of dark, malevolent atmosphere. Hordes of hideous monsters, flickering lights and the best shotgun in any game, ever, just added to its greatness. And it invented deathmatch. Fact!

Want to find out more? You can still get the shareware edition here: ftp://3darchives.in-span.net/pub/idgames/idstuff/doom/doom19s.zip. Then bring it more up-to-date with the fancy Doom Legazy upgrade: http://www.3ddownloads.com/showfile.php3?file_id=96767

▲ The proper way to play *Doom* was with the shotgun alone. Nice shooting, pardner!

▲ Blasting Imps with a pistol is slow work...

▲ Eek! Demon! Still scary after all these years.

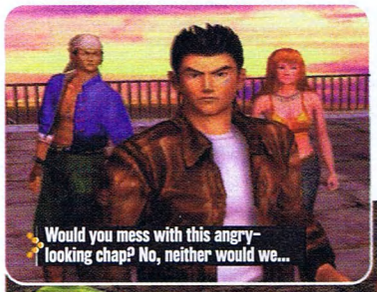
SHENMUE 2

Ryo's crosser than ever on Xbox

What's the point of *Shenmue 2* coming to Xbox without *Shenmue* appearing first, you might wonder? Good point, well made. Seeing as the second episode picks up where the first left off, surely you won't have a clue what you're supposed to be doing?

Ah, Sega and Microsoft have thought of that. *Shenmue 2* is appearing shortly in the US, and to stop folks being baffled by Ryo's trip to Hong Kong to hunt down Lan Di, there's an extra DVD included in the package: *Shenmue: The Movie*. It's a 90-minute run-through of the original that should leave everyone ready to take on the second chapter.

Some *Shenmue* critics might reckon that's the best way to experience *Shenmue* rather than have to play it... We're waiting for details of a UK release.



Would you mess with this angry-looking chap? No, neither would we...

All the real-time wandering around is enlivened by the occasional fight.

STARSKY & HUTCH

Confused? Just ask your dad...

Back in the late 70s, Saturday night meant only one thing - *Starsky & Hutch* night. That red car with the white stripe. Smooth-talking hustler, Huggy Bear. Chunky cardigans. And of course, Starsky & Hutch themselves, the coolest cop double-act ever.

And now Empire are blasting them into gaming life. The PS2, PC, GC and GBA are all getting a taste of the action, a madcap combo of driving and shooting. Starsky drives the car, Hutch leans out the side and shoots at the bad guys. In single player you can either take the wheel or do the shooting, but - woohoo! - there's a two-player mode where one of you can drive and the other shoots - with a light gun if you want.

Even if you've never heard of the titular duo, this one's worth keeping an eye on. But a quick warning - you'll have your work cut out keeping your dad off the thing!

Hutch'll never pull off this trick shot, we reckon.

▲ That Detective Hutchinson is going to do himself a mischief at this rate.

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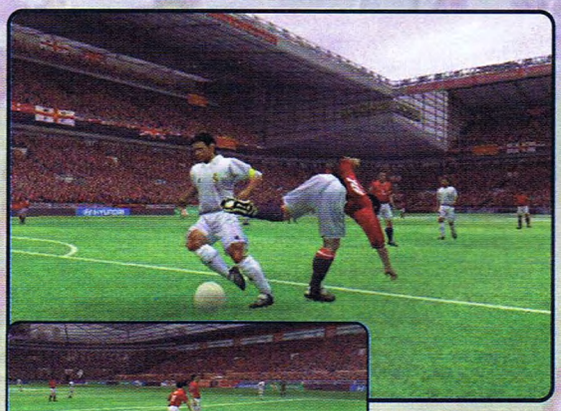
THE BIGGEST NEWS FIRST! • THE BIGGEST NEWS FIRST! • THE BIGGEST NEWS FIRST! • THE BIGGEST NEWS FIRST! • THE BIGGEST NEWS FIRST!

PITCHED BATTLES

first ever *FIFA 2003* shots! The biggest selling football game returns!



▲ There's correct kits and sponsors for 450 teams.

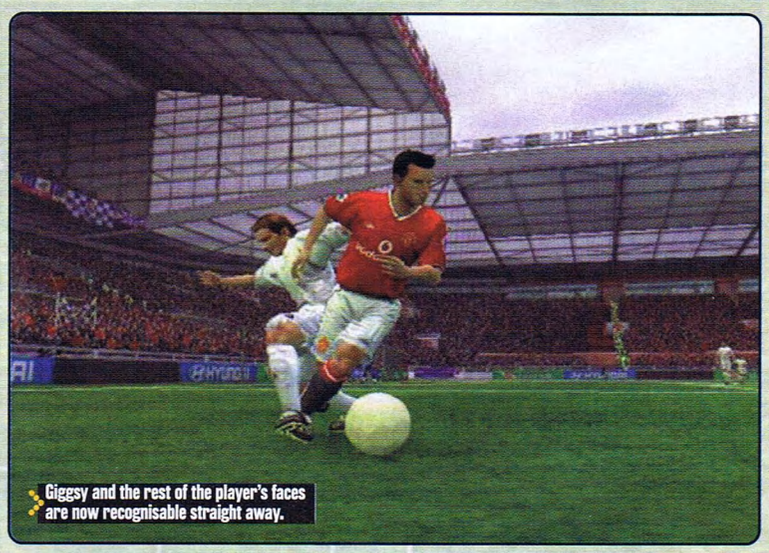
▲ Old Trafford has never looked so good. Neither have the other 23 stadiums.

▼ With no power bar short, neat passing moves are much more easy.

After a disappointing World Cup edition, the all new FIFA *2003* is already lining up in the tunnel, leaner, fitter and more realistic than ever before. Boasting an awesome 10,000 players in 16 leagues, the early version we played offered Motty and McCoist on the mic, hugely improved passing and more realistic ball control. Powered by an all new engine it is set for PC, PS2, Xbox, GameCube and GBA this Autumn.

EA's Canadian developers have ripped it up and start again from scratch as they aim to take on the almighty *Pro Evo* head on. One problem they've addressed are methods of scoring as previous *FIFA* games weren't keen to let you score if it wasn't a 30 yard screamer. This time, thanks to better ball physics, goals will come from close range toe pokes and deflected free kicks. Also it will be easier to build from the back as strikers will be able to shield the ball from defenders to let support arrive. EA have their biggest coding team working on this so expect big things when it's released in November.

▲ Realistic deflections on shots and scruffy goals have replaced those insane overheads.



Giggsy and the rest of the player's faces are now recognisable straight away.

STOP PRESS! GOLDEN OLDIE FINAL FANTASY 3 CONFIRMED FOR GBA!

GARAGE V GANGSTER GRAPPLING

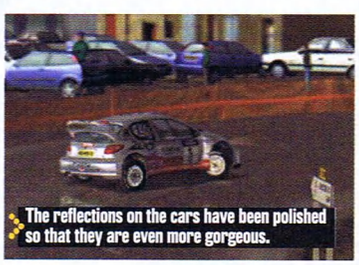
Backyard and Def Jam wrestling games announced.

If you are tired of pounding Mr Ass in the ring, then brace yourself for a pair of novelty fighters with a difference. Electronic Arts' *Def Jam Wrestling* pits the heroes of the hip hop record label like MethodMan, Ludacris and Jay Z against each other in a grapple battle. But if tasting the pain again sounds too tame then Eidos have snapped up the rights to the *Backyard Wrestling* and plan to unleash their street fighters at a later date. Neither game is off the drawing board yet but we will bring you more news on both as soon as they hit the mat. We can't wait until they do a game of that Fighting Wino website.

COLIN KILLER

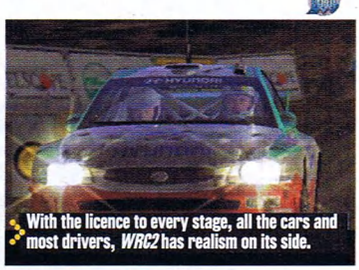
World Rally Championship 2 races onto PS2...

That name might not be set in stone but you can be sure that whatever it is called, the sequel to the awesome *WRC* will be worth the wait. Rebuilt from the wheels up by Criterion Studios this new off-roader has been crafted to be even more fluid and realistic than last year's podium pincher. Sprawling across 14 countries with 124 real stages, the entire event stretches over an amazing 800km of compacted snow, baked sand and foggy forest. McRae will need to watch himself...



The reflections on the cars have been polished so that they are even more gorgeous.

The damage modelling has also been worked on to give more realistic dents and bumps.



With the licence to every stage, all the cars and most drivers, *WRC2* has realism on its side.

▲ Something in these eggs ▲ Looks like a evil eye... ▲ Cripes, they're hatching ▲ And leeching Rebecca! ▲ Until they're crushed... ▲ into the carpet. Hurrah!

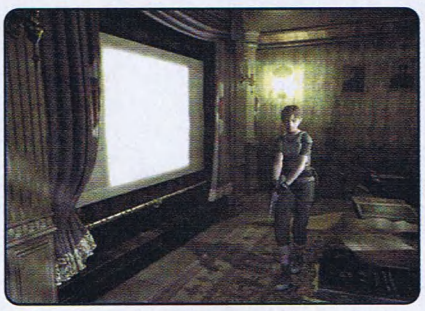
ZEROING IN ON THE EVIL

Horrific New *Resi 0* shots!

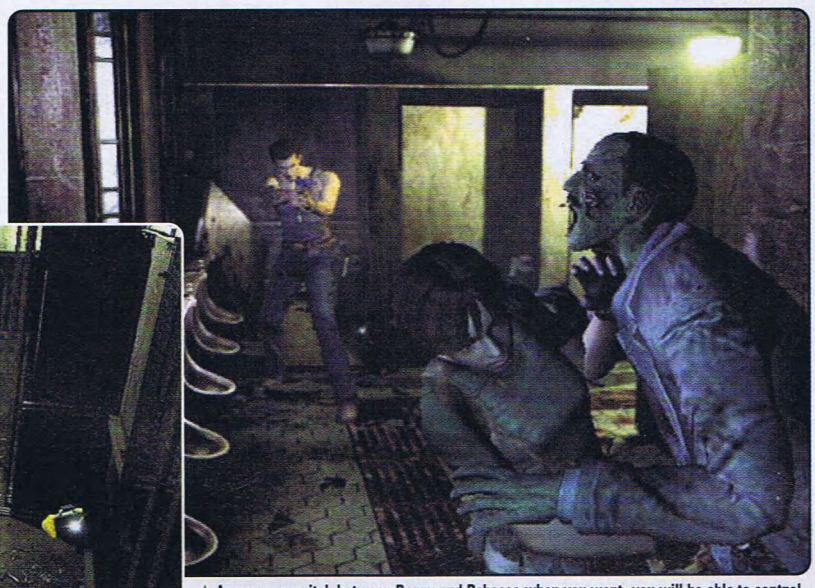
Check him/her out! Here's the latest character to be added to the *Resident Evil* 0, the forthcoming prequel to the much loved survival horror series.

Sadly we know very little about them. Other than, if it's a woman we don't fancy yours much. She has a man's feet.

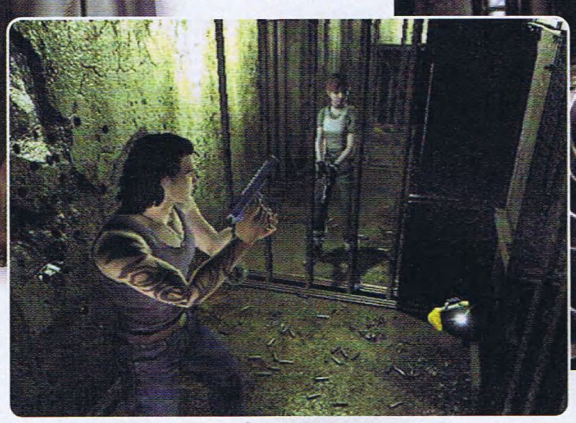
To compensate we've got some cracking new shots from the GameCube thriller. It's due out in Japan this November so it will be next year before a PAL version is completed, but already the switching between Barry and Rebecca suggest myriad gameplay possibilities. And while we're on *Resi*, we can confirm that both *2* and *3* are on their way to the Cube. They're going to be unehanced ports and look like the DC/PC games. More *Resi 0* soon.



▲ The top floor of the train has rooms that look just like the ones that you find in Spencer Mansion. This ain't Virgin...



▲ As you can switch between Barry and Rebecca when you want, you will be able to control one to take out zombies just as they're about to take a bite out of the other. Sorted!

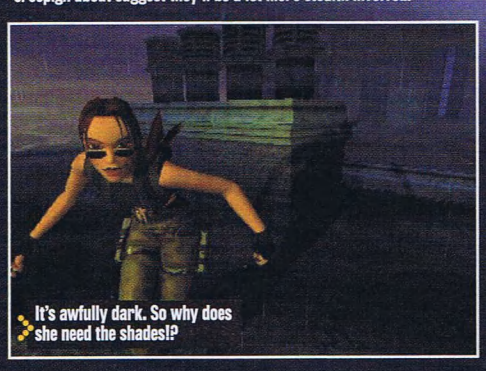


STOP PRESS! DOG TAG COMPO TO RETURN FOR MGS2: SUBSTANCE!!

ANGEL DELIGHT

Latest shots of Lara Croft's PS2 welcome home party!

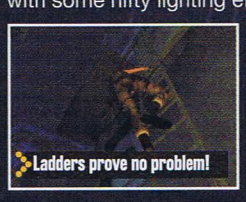
▼ With the shadowy setting and mysterious title don't expect things to be sweetness and light for Lara. Also all the crouching and creepign about suggest they'll be a lot more stealth involved.



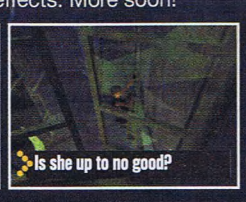
It's awfully dark. So why does she need the shades!?

It seemed strange not having a *Tomb Raider* game out last Christmas as it became the gaming equivalent of the Queens speech. But fans of the gun-toting lovely should not despair as she's set to return this Yuletide in *Lara Croft Tomb Raider: Angel of Darkness*. And she certainly is as these few shots are looking pretty gloomy.

No dusty tombs and sand in her pants, Lara's skipping along urban roof tops in the rain and from what we can see from the shots she's a flexible as ever. Also it seems Core are putting the PS2 to good use with some nifty lighting effects. More soon!



Ladders prove no problem!



Is she up to no good?

Or is she just a bit shy?

SCANDAL MONGER

THE DON RETURN'S

The classic laserdisk landmark, *Dragon's Lair* is being given a new lease of life thanks to *Dragon's Lair 3D* on all the next-gen machines The original's gameplay was as flat as its cartoon graphics but Ubi Soft promise that this version of Dirk The Daring will be far more enjoyable in his previous battles.

GAMEBOY COLOURED!

BMX star Dave Mirra is no longer going to have to put his name to Acclaim's bizzare and thoroughly saucy extreme sports-with-strippers game. He'll instead reaturn in *Dave Mirra 3* with the rude, now Mirra-less one going by the title *BMX XXX*.

DIRTY DEEDS POLL

Cretaceous gamers have been taking part in a mad rush to change their name to Turok after Acclaim offered five strange souls the chance to spend a year named after their dino stalker in exchange for an Xbox and £500. An amazing 3,000 people applied, which just proves that there must be more kids called things like Fifi Trixibelle, and Peaches Honeyblossom than just Paula Yates' daughters.

STRIKE THREE

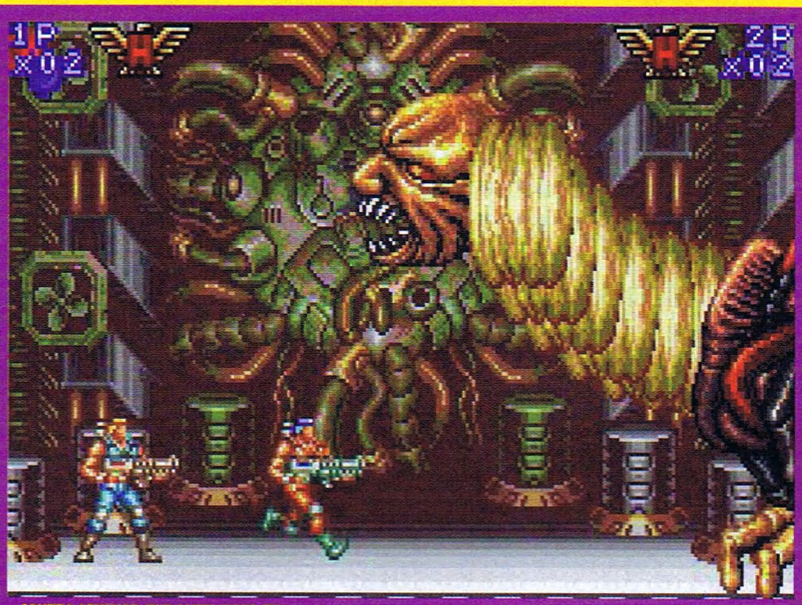
Weeping PS2 survival-horror fans still missing *Resi* can wipe their eyes before they start blubbing again over another gruesome slice of Capcom violence. *Clock Tower 3* stars a junior demon slayer named Alyssa who wanders through numerous London locations developing her dark powers and defending her families heritage as the finest undead killers in the capital. Out in Japan before the end of the year, we will keep you all informed about a UK release.

▲ Cockney zombies! They're the worst.

'NAM-O-RAMA

16 years after the movie and the Speccy game, Oliver Stone's *Platoon* is returning to the PC thanks to Monte Cristo. Working like a *Commandos* style RTS, the game follows the 1st Airborne Cavalry Division and their raw recruits as they turn into toughened Vietnam vets. Offering lush jungle environments, weather effects, tanks, APC and network play, *Platoon* should arrive in November.

THE BIGGEST NEWS FIRST! • THE BIGGEST NEWS FIRST! • THE BIGGEST NEWS FIRST! • THE BIGGEST NEWS FIRST! • THE BIGGEST NEWS FIRST!



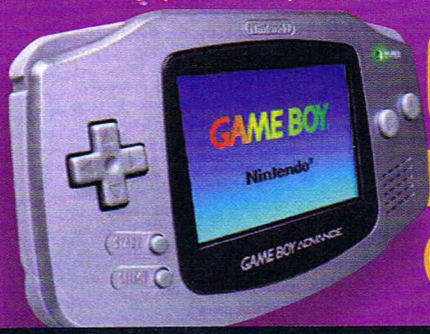
• CONTRA ADVANCE: THE ALIEN WARS EX
Side-on blasting in yet another SNES update. Quite the arcade hit in its day, this one should be worth locking and loading.

• SPEEDBALL 2
Rollerball meets rugby union and drags it out into the car park for a fight. Extreme future-sport madness.

• DOOM 2
The hellspawn are invading Earth and it's up to you and your trusty shotgun to stop 'em.

• SUPER MARIO ADVANCE 3: YOSHI'S ISLAND
These *Mario* remakes just get better and better, but where are Ninty going to go after this one?

• SSX TRICKY
Eh? This one isn't an ancient 16-bit game! Is this allowed? Looks like a classy version of the original.



GBA FRENZY!

The GBA goodness keeps coming!

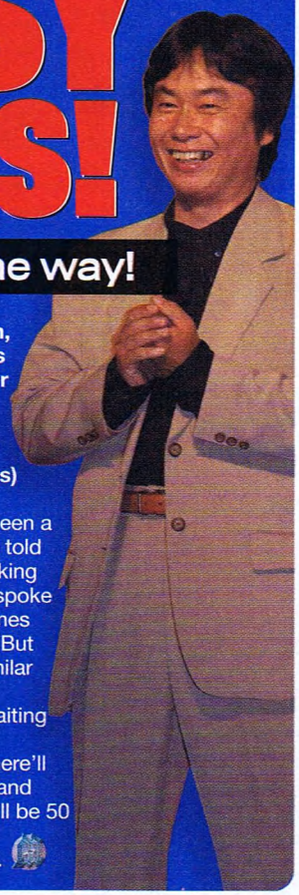
The big news for us in the UK is that Ninty are finally going to let us get our mitts on the super-shiny GBA Platinum Edition. See how it sparkles! It'll be out in time for Chrimbo, and by the time it appears you should be able to plug most of these beauties into it...

• PHANTASY STAR COLLECTION
All those old *Phantasy Star* titles bundled together onto one teeny cart! Surely that's illegal?

STOP PRESS! VIRTUA FIGHTER 4 RUMOURED TO BE COMING TO THE XBOX!

SHIGSY SPEAKS!

More Mario on the way!

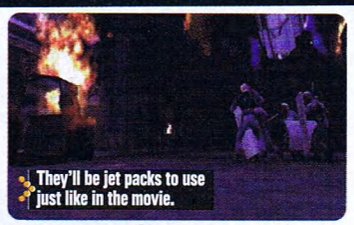


With *Mario Sunshine* out in Japan, Shigeru Miyamoto and his chums celebrated by getting together for a bit of a chat with the press. While a lot of the talk was on *Sunshine* specifics. (Miyamoto wanted to know how many people had managed to get 30 Shines) there was exciting news of *Mario*'s future.

"It's necessary to make the interval between a game and its sequel as short as possible," he told the crowd. Yeah, but which games was he talking about? Well Mario quite obviously. He spoke about introducing "*Mario* series games with less lag time between them." But guess what? "We are taking a similar approach to the Zelda series."

Yay! We might still be waiting for Mario Sunshine and Zelda, but it looks like there'll soon be more on the way, and Shigsy's definitely up for it. "I'll be 50 this year," he said, "This is becoming my life's work." Aw.

Andeton will up against both robot and human foes



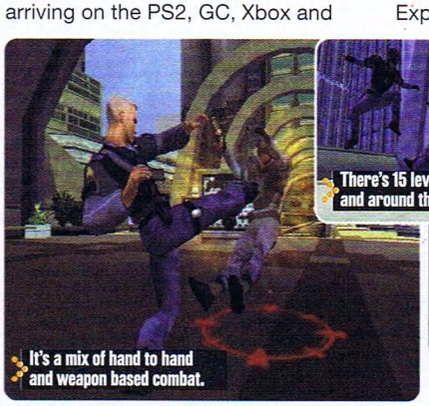
They'll be jet packs to use just like in the movie.

CRUISE CONTROL!

Minority Report first shots!

***Minority Report* had everything a good movie could – Speilberg, Tom Cruise and a stick that made you throw up. Aces!**

And now the world of PreCrime and bald fortune tellers will be arriving on the PS2, GC, Xbox and even the GBA. Gamers will take up the Tom Cruise role of PreCrime Officer John Anderton in an all new adventure that sees him caught up in another tale of intrigue and conspiracy. This 3D action game is down for a November release. Expect more, much more soon.



It's a mix of hand to hand and weapon based combat.

There's 15 levels set in and around the Mall City.

▲ There's the Sick Sticks but why don't they invent a Turd Prod. Now there's a weapon.

It looks like she's carrying a couple of mini scyths. Very Ninja!

Now that's what we call a boss battle! A slight mismatch we thinks.

He's so damn cool he can now take out the demons with his back turned.

Lets hope she's a bit more animated than this... she looks a bit too cool for school at the moment.

WHO THE DEVIL?

First shots of Dante's floozie!

She's tall, she's a redhead and she's the second playable character in the *Devil May Cry* sequel, but that's as much as we know.

She's the mysterious heroine of Capcom's 'hard action' follow-up but she's shrouded in mystery. What we can tell from these brand new shots is that she's got some moves to rival Dante's, but where has she come from? Even though at the end of the first game you get the idea that Dante is going to team up with Trish, it turns out he's a two woman kinda guy. The cad!

There's still no confirmed release date, but we hope to have a hands-on test soon. As it were...

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CHARTS

Want to know what titles are flying off the shelves of your local games shop? Find out with the only chart that counts!

Software charts compiled by ChartTrack, ©2002 ELSPA (UK) Ltd.
www.elspa.com Words: Roy Delaney

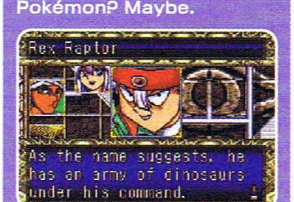
UK TOP 20 GAMES CHART

ChartTrack
GM uses the ChartTrack chart – the only chart officially recognised by the UK software industry. Get the full 20 in GM every month! It's the only chart that counts!

NO.	GAME	WHAT'S IT ALL ABOUT?		PUBLISHER	PREVIOUS POSITIONS			
					Last week	2 weeks ago	3 weeks ago	Weeks on chart
1	Medal Of Honor: Frontline	Get your boots – and your pants – wet with this wartime shooter	PS2	EA	1	1	2	10
2	Grand Theft Auto 3	Stealing cars and behaving badly has never been so satisfying	PS2,PC	Take 2	3	5	4	42
3	Spider-Man The Movie	The web-shooting teen boy still drives you up the wall	PS2,GBA,XB,GC	Activision	4	3	3	10
4	Gran Turismo: Concept	There are 95 ace cars to choose from and you had to pick the Pod	PS2	Sony	2	1	2	4
5	Prisoner Of War	Get out of jail free, do not pass go and do not collect a hail of lead	PS2,XB	Codemasters	5	4	5	4
6	Tony Hawk's Pro Skater 3	A man on a wheeled plank jumps up and down to popular effect	GBA,PS2,GC,PS	Activision	8	9	10	38
7	Gran Turismo 3	Drive gold card cars at platinum prices. An all-time great	PS2	Sony	7	8	9	55
8	The Sims: On Holiday	Can't afford Benidorm this year? Well bring it to your bedroom	PC	EA	11	11	12	19
9	Warcraft 3: Reign Of Chaos	Blizzard go barmy with this Orc bashing strategy fest	PC	Blizzard	6	6	6	6
10	Max Payne	A man with a gun, an attitude and a serious six o'clock shadow	PS2,PC,XB,GC	Take 2	9	12	18	46
11	Stuart Little 2	The mouse with Michael J Fox's voice annoys cats frequently	PS,PC	Sony	10	7	-	3
12	Scooby Doo & The Cyber Chase	This spook-seeking Great Dane benefits from recent movie release	PS,GBA	THQ	14	-	-	10
13	V-Rally 3	Grubby up your windscreen with this stupidly realistic rally job	PS2,GBA	Infogrames	13	10	7	8
14	Star Trek Voyager: Elite Force	Up and down like a fiddler's elbow, the Voyager mob chart again	PS2,PC	Codemasters	26	-	-	8
15	Harry Potter	Bespectacled public schoolboy. Friend of the owls. Kids love him	GBA,GBC,PC,PS	EA	16	17	19	39
16	The Sims	Older than life itself, this is one family that just won't move out	PC	EA	25	28	37	117
17	Tiger Woods PGA Tour 2002	Much better than Tiger's 2002 British Open performance	GBA,PS2	EA	12	13	11	6
18	Super Smash Bros Melee	Like kung fu on trampolines with all your favourite Nintendites	GC	Nintendo	15	15	17	12
19	007 Agent Under Fire	Under fire but still going strong, 007 can be shifted out of the 20	XB,GC,PS2	EA	18	18	16	24
20	Super Mario Advance 2	More fun than a bag of spanners in a glass factory. On rollerskates!	GBA	Nintendo	17	23	27	18

US CHARTS

It might not be coming out over here until well into next year, but *Yu-Gi-Oh!* seems to be permanantly parked in the American top five. Is this the new Pokémon? Maybe.

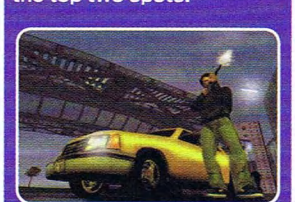


US CHARTS

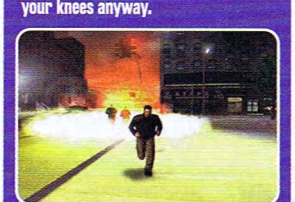
No.	Game	Format
1	Grand Theft Auto 3	PS2
2	Warcraft 3	PC
3	NCAA Football 2003	PS2
4	Gran Turismo 3	PS2
5	Yu-Gi-Oh!	GBC
6	The Sims	PC
7	Backyard Baseball	PC
8	Neverwinter Nights	PC
9	Medal of Honor: Frontline	PS2
10	Nancy Drew: Scarlet Hand	PC

THIEVING!

It's been floating about the upper reaches of the charts for just short of a year now, so who exactly is still buying *GTA3*? And with *Vice City* due out next month, Rockstar could well find their baby blocking off the top two spots.



▲ You touch my car, I splatter your knees. Come to think of it, I'll splatter your knees anyway.



▲ Julian soon remembered his mum's bonfire night advice. "Never return to a firework after it's been lit!"

HEAVING!

Another popular series still riding high is *Gran Turismo* who have a pair of their own cluttering the charts. Obviously the lure of Tokyo and Geneva, 95 hot cars and those loveable little Pod chaps were too much for race fans.

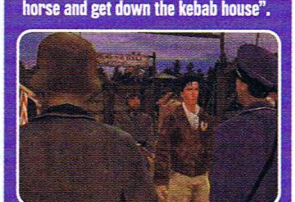
▲ Part car, part cheesegrater, the pit crew kept well out of the way of this particular concept!

▲ Hang about, is this a grab from the game or has your little sister been mucking about with my camera again?

LEAVING!

World War Two is the new punk rock apparently. *Medal Of Honor* is digging its heels in at the top, but *Prisoner Of War* is sneaking up the table with a conspicuously late surge, and could end up nicking the title itself.

▲ "Top hole Ginger! At the crack of dawn we'll tunnel under the vaulting horse and get down the kebab house".



▲ "What do you mean they had no chilli sauce Timpkinson? I specifically asked for a chicken chilli doner!"

JAPAN CHARTS

Did you really have to ask? The planet's favourite plumber has washed away all contenders and jetted straight to the top of the Japanese pops.

JAP CHARTS

No.	Game	Format
1	Super Mario Sunshine	GC
2	Jo Jo's Bizarre Adventure	PS2
3	Kamaitachi 2	PS2
4	Jikkyou Pro Baseball 9	PS2
5	Yamasa Digi World 3	PS2
6	My Summer 2	PS2
7	Custom Robo GX	GBA
8	Ape Escape 2	PS2
9	Murakumo	XB
10	Genso Suikoden 3	PS2

COMING SOON

Each month GamesMaster brings you the most up-to-date release schedule there is so you can find out exactly what's on the horizon for your chosen format.

SEPTEMBER

13th	BARBARIAN	Virgin	NONE	GC
13th	BARBARIAN	Virgin	NONE	XBOX
13th	BLADE 2	Activision	NONE	PS2
13th	BLADE 2	Activision	NONE	XBOX
13th	BUFFY THE VAMPIRE SLAYER	Fox	NONE	XBOX
13rd	GUILTY GEAR X	Sammy	NONE	GBA
13rd	LOONS: THE FIGHT FOR FAME	Infogrames	NONE	XBOX
13rd	MADDEN NFL 2003	EA	NONE	XBOX
13rd	MAGICAL MIRROR feat MICKEY MOUSE	Nintendo	NONE	GC
13rd	MATT HOFFMAN'S PRO BMX 2	Activision	NONE	GBA
13rd	MATT HOFFMAN'S PRO BMX 2	Activision	NONE	PS2
13rd	MATT HOFFMAN'S PRO BMX 2	Activision	NONE	XBOX
13rd	MATCHBOX CROSSTOWN HEROES	THQ	NONE	PC
13rd	MX SUPERFLY	THQ	NONE	GC
13rd	MX SUPERFLY	THQ	NONE	PS2
13rd	MYST 3: EXILE	Ubi Soft	NONE	PS2
13rd	PINBALL ADVANCE	Zoo	NONE	GBA
13th	PUYO POP	Infogrames	NONE	GBA
13th	RESIDENT EVIL	Capcom	NONE	GC
13th	SABRINA: POTION COMMOTION	Ubi Soft	NONE	GBA
13th	SMUGGLER'S RUN	Zoo	NONE	GBA
13th	WAY OF THE SAMURAI	Eidos	NONE	PS2
20th	BATTLE ENGINE AQUILA	Infogrames	NONE	PS2
20th	BATTLE ENGINE AQUILA	Infogrames	NONE	XBOX
20th	BATTLEFIELD 1942	EA	NONE	PC
20th	BEAM BREAKERS	JoWooD	NONE	PC
20th	BLACK BELT CHALLENGE	Xicat	NONE	GBA
20th	CASTLEVANIA: HARMONY OF DISSONANCE	Konami	NONE	GBA
20th	CHESSMASTER 9000	Ubi Soft	NONE	PC
20th	CRAZY TAXI 3: HIGH ROLLER	Sega	NONE	XBOX
20th	DIVINE DIVINITY	CDV	NONE	PC
20th	DISNEY GOLF	EA	NONE	PS2
20th	DOSHIN THE GIANT	Nintendo	NONE	GC
20th	FREEKSTYLE	EA	NONE	GC
20th	FRONTLINE ATTACK: WAR OVER EUROPE	Eidos	NONE	PC
20th	HITMAN 2: SILENT ASSASSIN	Eidos	NONE	PC
20th	HITMAN 2: SILENT ASSASSIN	Eidos	NONE	PS2
20th	HITMAN 2: SILENT ASSASSIN	Eidos	NONE	XBOX
20th	INVADER	Xicat	NONE	GBA
20th	KLONOA BEACH VOLLEYBALL	Sony	NONE	PS
20th	LEGION: THE LEGEND OF EXCALIBUR	Midway	NONE	PS2
20th	LILO AND STITCH	Ubi Soft	NONE	GBA
20th	LOTUS CHALLENGE	Virgin	NONE	XBOX
20th	MASTER OF ORION 3	Infogrames	NONE	PC
20th	MEGA MAN ZERO	Capcom	NONE	GBA
20th	SHADOW OF MEMORIES	Konami	NONE	PC
20th	SUPER GHOULS 'N' GHOSTS	Capcom	NONE	GBA
20th	TENNIS MASTERS SERIES	Microids	NONE	GBA
20th	THE HULK	Vivendi	NONE	XBOX
20th	THE THING	Vivendi	NONE	PC
20th	THE THING	Vivendi	NONE	PS2
20th	THE THING	Vivendi	NONE	XBOX
20th	THORGAI	Mindscape	NONE	PC
20th	WIZARDRY SUMMONER	Ubi Soft	NONE	GBA
27th	ARX FATALIS	JoWooD	NONE	PC
27th	COLIN McCRAE RALLY 2.0	Ubi Soft	NONE	GBA
27th	CRASHED	Rage	NONE	PS2
27th	DEATHROW	Ubi Soft	NONE	XBOX
27th	DONALD DUCK: WHO IS PK?	Ubi Soft	NONE	PS2
27th	DRAGON'S LAIR 3D	Ubi Soft	NONE	MAC
27th	DRAGON'S LAIR 3D	Ubi Soft	NONE	PC
27th	DRAGON'S LAIR 3D	Ubi Soft	NONE	XBOX
27th	DRIVER 2 ADVANCE	Infogrames	NONE	GBA
27th	EGGO MANIA	Kemco	NONE	GC
27th	EGGO MANIA	Kemco	NONE	PS2
27th	EGGO MANIA	Kemco	NONE	XBOX
27th	EMPEROR: RISE OF THE MIDDLE KINGDOM	Vivendi	NONE	PC
27th	EVOLUTION WORLDS	Ubi Soft	NONE	GC
27th	FURIOUS KARTING	Infogrames	NONE	XBOX
27th	JIMMY NEUTRON - BOY GENIUS	THQ	NONE	PS2
27th	KELLY SLATER'S PRO SURFER	Activision	NONE	GBA
27th	KELLY SLATER'S PRO SURFER	Activision	NONE	GC
27th	KELLY SLATER'S PRO SURFER	Activision	NONE	PS2
27th	KELLY SLATER'S PRO SURFER	Activision	NONE	XBOX
27th	LARGO WINCH: EMPIRE UNDER THREAT	Ubi Soft	NONE	GC
27th	LARGO WINCH: EMPIRE UNDER THREAT	Ubi Soft	NONE	XBOX
27th	MADDEN NFL 2003	EA	NONE	GC
27th	MADDEN NFL 2003	EA	NONE	PC
27th	MADDEN NFL 2003	EA	NONE	PS2
27th	MADDEN NFL 2003	EA	NONE	XBOX
27th	MYST III: EXILE	Ubi Soft	NONE	XBOX
27th	NBA LIVE 2003	EA	NONE	PC
27th	NBA LIVE 2003	EA	NONE	XBOX
27th	NEED FOR SPEED: HOT PURSUIT 2	EA	NONE	PC
27th	NHL 2003	EA	NONE	PC
27th	NHL 2003	EA	NONE	PS2
27th	NHL 2003	EA	NONE	XBOX
27th	PRO RALLY 2002	Ubi Soft	NONE	GC
27th	SHOX	EA	NONE	PS2
27th	STREET HOOPS	Activision	NONE	PS2
27th	STREET HOOPS	Activision	NONE	XBOX
27th	THE SUM OF ALL FEARS	Ubi Soft	NONE	GBA
27th	THE SUM OF ALL FEARS	Ubi Soft	NONE	PS2
27th	THE WATCHMAKER	GMX	NONE	PC
27th	THIS IS FOOTBALL 2003	Sony	NONE	PS2
27th	TIMESPLITTERS 2	Eidos	NONE	PS2
27th	TIMESPLITTERS 2	Eidos	NONE	XBOX
27th	TINY TOONS: DEFENDERS OF UNIVERSE	Swing!	NONE	PS2
27th	TUROK EVOLUTION	Acclaim	NONE	GC
27th	VIETCONG	Take 2	NONE	PC
27th	VIP	Ubi Soft	NONE	GC
27th	WAR AND PEACE	Microids	NONE	PC
27th	WHITE FEAR	Microids	NONE	PC
27th	WHO WANTS TO BE A MILLIONAIRE?	Zoo	NONE	GBA
27th	WORMS BLAST	Ubi Soft	NONE	GBA
27th	WWE RAW	THQ	NONE	XBOX
29th	NBA LIVE 2003	EA	NONE	PS2

OCTOBER

4th	BIG AIR FREESTYLE	Infogrames	NONE	GC
4th	CASINO EMPIRE	Vivendi	NONE	PC
4th	CRASH BANDICOOT: WRATH OF CORTEX	Vivendi	NONE	GC
4th	LEGO EXTREME STUNTS	Lego	NONE	PS2
4th	MADDEN NFL 2003	EA	NONE	GC
4th	MONSTER FORCE	Vivendi	NONE	GBA
4th	NBA LIVE 2003	EA	NONE	GC
4th	ONIMUSHA 2: SAMURAI'S DESTINY	Capcom	NONE	PS2
4th	SUPER MARIO SUNSHINE	Nintendo	NONE	GC
4th	THE SIMS DELUXE EDITION	EA	NONE	PC
4th	THE SIMS UNLEASHED	EA	NONE	PC
4th	TAZ WANTED	Infogrames	NONE	GC
11th	COLIN McCRAE RALLY 3	Codemasters	NONE	PS2
11th	COLIN McCRAE RALLY 3	Codemasters	NONE	XBOX
11th	LEGAIA 2: DUEL SAGA	Eidos	NONE	PS2
11th	TERMINATOR: DAWN OF FATE	Infogrames	NONE	PS2
11th	TERMINATOR: DAWN OF FATE	Infogrames	NONE	XBOX
11th	THE SIMPSONS SKATEBOARDING	EA	NONE	PS2
11th	TIMESPLITTERS 2	Eidos	NONE	GC
18th	BEN HUR	Microids	NONE	PS2
18th	BIONICLE BUGS: MATORAN ADVENTURE	EA	NONE	GBA
18th	BURNOUT 2: POINT OF IMPACT	Acclaim	NONE	PS2
18th	NEW WORLD ORDER	Project 3	NONE	PC
18th	NO ONE LIVES FOREVER 2	Vivendi	NONE	PC
18th	SPYRO 2: SEASON OF FLAME	Vivendi	NONE	GBA
18th	TENNIS MASTERS SERIES	Microids	NONE	XBOX
18th	TENNIS MASTERS SERIES	Microids	NONE	PC
18th	THE GUILD	JoWooD	NONE	PC
22nd	GTA: VICE CITY	Take2	NONE	PS2
25th	DINOMASTER	LSP	NONE	PS
25th	EXTREME GHOSTBUSTERS	LSP	NONE	PS
25th	FELIX THE CAT TENNIS	LSP	NONE	PS
25th	MATT HOFMANN'S PRO BMX 2	Activision	NONE	GC
25th	NAPOLEON	GMX	NONE	PC
25th	NEED FOR SPEED: HOT PURSUIT 2	EA	NONE	PS2
25th	PINBALL OF THE DEAD	Sega	NONE	GBA
25th	RUN LIKE HELL	Interplay	NONE	PS2
25th	TAZ WANTED	Infogrames	NONE	PC
25th	TAZ WANTED	Infogrames	NONE	PS2
25th	TAZ WANTED	Infogrames	NONE	XBOX
25th	UNREAL CHAMPIONSHIP	Infogrames	NONE	XBOX
25th	UNREAL TOURNAMENT 2003	Infogrames	NONE	PC

NOVEMBER

1st	BOMBERMAN GENERATIONS	Vivendi	NONE	GC
1st	DROME RACERS	EA	NONE	PC
1st	EARTHWORM JIM	Vivendi	NONE	GBA
1st	ETERNAL DARKNESS: SANITY'S REQIUEM	Nintendo	NONE	GC
1st	FIFA FOOTBALL 2003	EA	NONE	PS2
1st	IGI 2: COVERT STRIKE	Codemasters	NONE	PC
1st	KUNG FU CHAOS	Microsoft	NONE	XBOX
1st	SSX TRICKY	EA	NONE	GBA
1st	SWAT: URBAN JUSTICE	Vivendi	NONE	PC
1st	WHITE FEAR	Microids	NONE	PS2
2nd	DAVE MIRRA FREESTYLE BMX XXX	Acclaim	NONE	GBA
2nd	DAVE MIRRA FREESTYLE BMX XXX	Acclaim	NONE	GC
2nd	DAVE MIRRA FREESTYLE BMX XXX	Acclaim	NONE	PS2
2nd	DAVE MIRRA FREESTYLE BMX XXX	Acclaim	NONE	XBOX
8th	BLINX THE TIME SWEEPER	Microsoft	NONE	XBOX
8th	DIE HARD: VENDETTA	Vivendi	NONE	GC
8th	LOTR: THE TWO TOWERS	EA	NONE	GBA
8th	THE SIMS	EA	NONE	PS2
15th	BOMBERMAN MAX 2 BLUE	Vivendi	NONE	GBA
15th	BOMBERMAN MAX 2 RED	Vivendi	NONE	GBA
15th	HP AND THE CHAMBER OF SECRETS	EA	NONE	GBA
15th	HP AND THE CHAMBER OF SECRETS	EA	NONE	GBC
15th	HP AND THE CHAMBER OF SECRETS	EA	NONE	GC
15th	HP AND THE CHAMBER OF SECRETS	EA	NONE	PC
15th	HP AND THE CHAMBER OF SECRETS	EA	NONE	PS
15th	HP AND THE CHAMBER OF SECRETS	EA	NONE	PS2
15th	HP AND THE CHAMBER OF SECRETS	EA	NONE	XBOX
15th	JAMES BOND 007: NIGHTFIRE	EA	NONE	PS2
15th	JAMES BOND 007: NIGHTFIRE	EA	NONE	XBOX
15th	LOTR: THE TWO TOWERS	EA	NONE	PS2
22nd	STAR WARS BOUNTY HUNTER	LucasArts	NONE	PS2
22nd	STAR WARS: THE CLONE WARS	LucasArts	NONE	GC
22nd	STAR WARS: THE CLONE WARS	LucasArts	NONE	PS2
29th	TONY HAWKS' PRO SKATER 4	Activision	NONE	GBA
29th	TONY HAWKS' PRO SKATER 4	Activision	NONE	GC
29th	TONY HAWKS' PRO SKATER 4	Activision	NONE	PS
29th	TONY HAWKS' PRO SKATER 4	Activision	NONE	XBOX

WATCH OUT FOR...

THE THING
Metamorpic mayhem in this Antarctic based film spin off shocker.

SUPER MARIO SUNSHINE
The little fella takes on the world with his water squirting accomplice.

METROID PRIME
The shiny-suited, bounty-hunting, first-person, space-shooty adventure!

HALO 2
But you've scarcely dried your pants after the first one. Heavens to Betsy!

PREVIEWS

TRUE CRIME
It's kinda like *GTA3* meets a John Woo chopsocky action flick – only with stealth, shooters and a touch more conscience than your regular crimer.

GAMES FIRST • THE NEWEST GAMES FIRST • THE NEWEST GAMES FIRST • THE NEWEST GAMES FIRST • THE NEWEST GAMES FIRST • THE NEWEST GAMES

OUT: NOV | **FORMAT:** PS2 | **PRICE:** £40 | **DEVELOPER:** INSOMNIAC | **PUBLISHER:** SONY | **SPECIAL FEATURES:** NONE | **OTHER FORMATS:** NONE | **CALL:** 0207 859 5000 | **PLAYERS:** 1

PREVIEWER

Alex Cooke

Factpack
The stuff you need to know...

Bizarre Weapons	35
Moves	20
Hours of Gameplay	30
Weird Hyper-Intelligent Robots	1

Ratchet and Clank

! • UPDATE! • NEW SHOTS! • UPDATE! • NEW SHOTS! • UPDATE! • NEW SHOTS! • UPDATE! • NEW SHOTS! • UPDATE! • NEW SHOTS! • UPDATE!

He's a mechanic not a plumber and the sun don't shine any more on his home world, **because someone stole it...**

Knowing when to stop is very important. Like stopping eating before you end up coating your shoes in partly-digested nachos. Stopping drinking before the world goes all blurry and you end up taking Pat Butcher home. Or stopping making *Spyro* games before you end up hating the little purple flamethrower and chucking darts at his stupid cute little smoke-belching snout.

Well, that last one describes developers Insomniac perfectly because they have ditched the dragon and shifted over to Sony to work with the oddest couple since Dwight Yorke and Jordan. Freed from making more games around their popular reptile seems to have also freed their minds to create a different kind of platformer. One based less on precise leaps and more on a superb mix of shooters, bags of enemies begging for death and a rip roaring, all action atmosphere.

Softography
These guys have also done...

Legend of Dragoon	82%
Medievil	63%
Dropship	81%
Wipeout Fusion	91%

CLANK IT UP

So while the idea of a two characters, one of whom gets carried around in a backpack might sound like a rehash of Sony stable mates *Jak and Daxter* you quickly realise how much freedom *Ratchet & Clank* gives you. From choosing your own weaponry to revisiting planets just for the fun or the cash, the whole game structure is open ended. Just think of it like *Crash Bandicoot* but in free-roaming mode and without the annoying bouncing muppet. And rarest of all in this platforming world of cutesy plots and vomit inducing characters, the chatter between our two heroes even brings a smile to your game-weary face, and we haven't laughed at a game this much since the last time the *Army Men* were on parade.

...the chatter between our two heroes even brings a smile to your game-weary face...

HARRY POTTER
Small boy with specs and a liking for owls would like to meet millions of rabid gamers, any console, for gaming fun and wizard school hi-jinks.

LEGEND OF ZELDA
He's twelve, he's cel shaded and he's dressed in a familiar shade of green. Yep, Link is back and this time he's bothering the GameCube. Get in there!

PLUS!

METROID PRIME 22
LORD OF THE RINGS 24
RED FACTION 2 27
BIG MUTHA TRUCKERS 36
TONY HAWK'S PRO SKATER 4 43
SMUGGLERS RUN: WARZONE 48

RST • THE NEWEST GAMES FIRST • THE NEWEST GAMES FIRST • THE NEWEST GAMES FIRST • THE NEWEST GAMES FIRST • THE NE

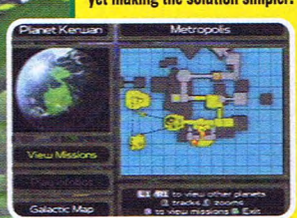
01 Novalis is Ratchet's home world where jets constantly fly overhead bombing the lush green lands. 02 Dark and swampy with quick sand that will suck you under, Arida isn't the most welcoming planet. 03 Kerwan main centre is the high rise and highly impressive city of Metropolis but a fall will be fatal. 04 This forest moon goes by the name of Eudora and the Blargs have to be stopped from stealing the trees. Not a lot different to your town or mine then...

Don't Make Your Brain Take The Strain!

With so much killing to do you hardy need to engage any of that grey stodge you store in your skull. Instead the solution is never too far away.

◀ You need to reach the higher platform so turning the handle down here brings it into reach.

▼ Brilliantly the map reveals the areas that you haven't visited yet making the solution simpler.



▶ By capturing a ship on the first planet our two heroes can move around the levels.

Home and Away!

Every planet comes with their own imported enemies and fierce local creatures, that don't seem to care that you are trying to save their home worlds. The hairy little ingrates. Sod the prime directive, give 'em a little spank. That'll make them more grateful. I dunno, aliens today, eh!

▲ These bee like stripey things swarm above swooping down when Ratchet gets too close.

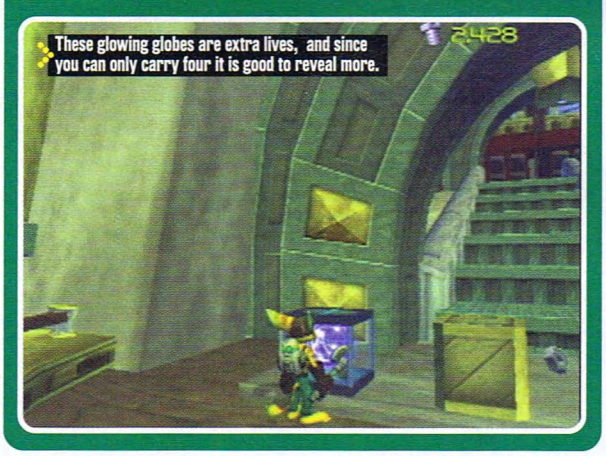
▲ These flame 'bots slowly toast the terrain with their flamethrowers so don't get too close.

▲ Chucking out missiles and running away all the time, this train of 'bots is a pain in the butt.

▲ The animation on these metal fighters is great as they look confused as you wallop them.

Box Clever!

Don't worry platform fans, those old favourites the crates are still around. Some explode if you get too close, some hold ammo and some even hide extra lives.

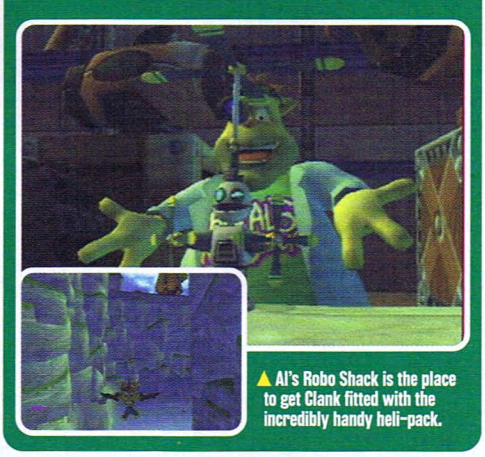


Infotainment For The Metallic Masses!

Most of the cut-scenes use little robots called infobots to explain the plot and to show you your next mission. Game characters will sell you these machines so that you can move onto the next level and learn about other planets.

Metal Mates!

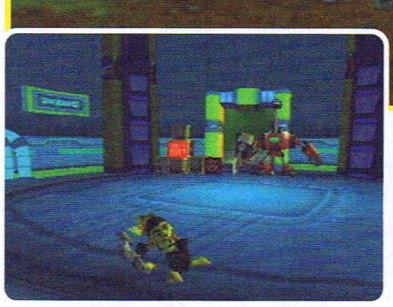
Unlike certain other backpack buddies, Clank is a nice robot who knows when to keep schtum. In fact this metal guru is the brains of the pair.



▲ Al's Robo Shack is the place to get Clank fitted with the incredibly handy heli-pack.

Fools And Their Tools!

Armed to the teeth, with guns right up to the gums, Ratchet is definitely going equipped as he heads into battle with the Blargs. But thanks to a simple inventory system it doesn't take minutes of menu navigation just to flip from one to the other. And you'll be surprised at some of the stuff that fills up his fluffy arsenal of destruction. Boomerangs, spanners, heck, there's even a bomb glove. Top notch nasty tackle!

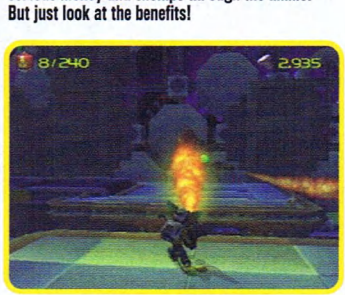


▶ The Bomb Glove also comes as standard but it ain't accurate.

◀ The wrench can also be chucked about in a handy boomerang style.

▲ The Pyrociter might have a fancy name but in the end it is just a cheap, short range flamethrower.

▲ Complete with its own sight, the Blaster cost serious money and chomps through the ammo. But just look at the benefits!



Assaulted!

They might not be the KP variety but nuts replace cash in this world.

Like a girl waiting in a train station at night, Ratchet attracts loose nuts.

Shops are the only place that you can collect the flashier shooters and ammo.

Like in *Crash*, crates conceal yet more screws and nuts that you can scoop up.

Fabulous Furry Freaks!

Whatever kind of creature Ratchet is, he is a pretty nimble with a twenty separate moves including a smart somersault and the ability to scale walls with his bare claws.

▲ Where would the a hero be without the ability to hang off ledges?

◀ This cat doesn't hate water but while he can swim on the surface he won't go beneath the waves.

◀ The hover-pack can not only be used to reach higher ledges, you can float with it too.

▶ Leaping can also be used to get more power into those wrench smashes.

Tree Huggers!

The story behind *Ratchet & Clank* is a environmental tale to warm the heart of even Swampy. With the evil Blargs stealing planets to create a new home world after exhausting their own, they land on Ratchet's planet to steal all the trees.

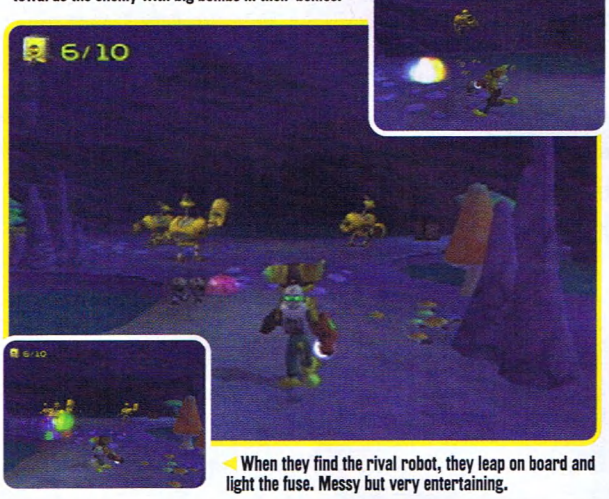
This is Chairman Drak, the evil mastermind behind the Blarg's plan.

On every planet the pair visit, Blarg machinery is working to steal the trees.

Smell The Glove!

Second on our list of favourites to the Suck gun, is the awesome Glove Of Doom. Okay so the name makes it sound more powerful than it is but it is still pretty handy.

▼ Unleash the glove and the little robots dance towards the enemy with big bombs in their bellies.



◀ When they find the rival robot, they leap on board and light the fuse. Messy but very entertaining.

It Sucks And Blows!

The Suck cannon is a big money blaster that might cost you tons of nuts to buy – but not only does this weapon look good but it comes with an inexhaustible supply of ammo!

▲ It weighs in at a hefty 7,500 nuts but if you are very lucky you can find one just lying about.

▲ Big 'bots like this tree chopper can't be hoovered up but smaller ones are sucked into the nozzle.

Getting Around!

The levels in *Ratchet & Clank* can be pretty big and so sometimes our furry-eared hero needs something to get around town apart from his space ship and the chopper stashed in Clank's head. So here we see a tiny suggestion of the kind of local transport they have round their way. All the usual stuff you know – Trains, taxis and, erm, giant space slides.

▲ These slides allow you to zip around Metropolis and all you need to do is leap on.

▲ These little taxis wait in the city to take you back and forth from your ship to Big Al's Robo Shack.

▲ This train also hovers around the city on Kerwan but its cargo of 'bots want to punch more than your ticket.

First Impressions

Bat Eared Joy And Chummy Robots

Our very first thought about *Ratchet & Clank* was to try and turn down the brightness because this pair seem to have mugged the Tweenies for their poster paints. Loud, cartoony and really rather big is the only way to describe levels that are full of aliens and some great background animation. You might be scampering around dealing death to the robots that surround you but there are always jets wooshing overhead and spaceships landing. The 35 different weapons are looking good and have a few original ideas behind them too. Take the Glove of Doom, not only does it have a great name but when you see the little 'bots bouncing toward the enemy in a suicidal joy, it gets even better. As for the Suck gun, we died far more times than we needed to because we kept wanting to use it on every robot around.

And the gameplay itself? Well it's really fun because without puzzles to worry and not too much platform prancing, you can concentrate on the basics of killing, cash collecting and crate crushing. In fact it really made us think of what *The Wrath Of Cortex* should have been, and for a PS2 platformer that is pretty high praise.

GOOD COP BAD COP

Free-roaming and fiesty, the 35 firearms make every termination new and entertaining.

The constant shooting might get tiring and the camera can be annoyingly positioned.

WHERE IT'S AT

With most of the work done, Ratchet just needs a few more nuts tightened and a final polish before November

OUT: DEC | FORMAT: GC | PRICE: £40 | DEVELOPER: RETRO | PUBLISHER: NINTENDO | AL FEATURES: NONE | FORMATS: NONE | CALL: 01932 895 390 | PLAYERS: 1

PREVIEWER

Jim McCauley

Ah, a derelict space station with more than a hint of menace. Sounds like a job for... Samus Aran!

Bad Boys

Don't let all the exploring put you off. Metroid Prime still packs a goodly load of evil space monsters to blast at.

Space pirates! Curiously lacking in eyepatches and parrots, sadly.

Horrid insectoid thingies! Where did I put my super-strength bug spray...?

Enormous things in giant jars! Samus'll never get the lid off. She's a girl.

Metroid Prime

! ♦ UPDATE! ♦ NEW SHOTS! ♦ UPDATE! ♦ NEW SHOTS! ♦ UPDATE! ♦ NEW SHOTS! ♦ UPDATE! ♦ NEW SHOTS! ♦ UPDATE! ♦ NEW SHOTS! ♦ UPDATE

Our prime directive – storm Ninty and have a proper go at Samus Aran's latest adventure. **Mission complete!**

There's no rest for a bounty hunter. After saving the universe three (count 'em) times, does Samus Aran get a nice relaxing holiday? Well, perhaps, but it's not long before those pesky Space Pirates start acting up again and she's slipping back into her special space suit to investigate weirdness on Tallon IV and, we imagine, save the universe yet again.

FIGHTY MORPHIN!

Our first post E3 play proves *Metroid Prime* ain't yer average first-person shooter. In fact, it's barely an FPS at all; think of it more as a first person adventure. Samus does get to shoot a load of hideous alien monsters - using an arm-mounted weapon that morphs impressively into different gun types - but the main focus of the game is on exploration and investigation. When you're not shooting stuff you'll be activating Samus' scanning visor to, um, scan stuff - handy for unlocking doors and solving puzzles.

And when you're neither scanning nor shooting, you'll be curling up into a ball for some spherical action. Samus' ball mode is amazing, switching seamlessly to third-person view, the ball a shiny masterpiece of metal with beautifully glowy blue bits. And it's not just for looks; as a ball you can get to places you wouldn't otherwise reach, so spending time rolling around is going to be mandatory.

It's looking utterly gorgeous with more polish than a Mr Sheen factory. December, come quick!

Softography

These guys have also made...

Retro Studio's First Game

Prime Mover!

There's an enormous world for Samus to explore, and much of it involves crawling about – which adds an extra slice of tension pie when you're looking round empty areas.

◀ A staircase! Keep an eye out for monsters under the stairs!

▼ Nothing much in here. *Or is there?* How can you be sure...

> ...when you're neither **scanning** nor **shooting** you'll be curling up into a ball for some **spherical action**...

Factpack

The stuff you need to know...

Spacesuits	4
Visors	2
Frames Per Second	60
Big Explosions	Lots

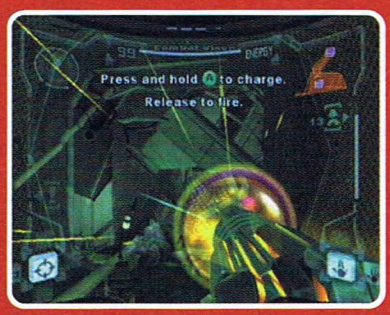
That parasite queen looks fairly secure in that giant jar. Let's hope she doesn't escape and go mental, eh?

Eat Laser, Alien Scum!

What would be the point of being a fully-qualified space bounty hunter if you didn't get into some downright dangerous situations involving yourself, nasty aliens and some seriously heavy-duty weaponry? Exactly. If you're not going to do some serious killage you may as well stay at home and watch *Countdown*. How many consonants was that sir?

▲ Good job Samus upgraded to the latest space suit with auto-aiming. The pirates don't stand a chance.

▲ Roger the space pirate is about to become a lot less jolly. Jolly Roger, see? Ach, I give up.



▲ Hold the fire button and your gun expands and charges up. Then let go for massive damage.

Balls!

So, you probably thought that the best use for Samus' morph ball mode was that spin attack in *Smash Brothers*, didn't you? Ha, it has a lot more to it than just knocking seven bells out of pugnacious Nintendo characters. Let's take it for a spin. Did you see what we did there?

▲ Need to explore areas that a full-size Samus can't reach? Get tiny!

▲ When you're in morph ball mode you still have firepower. Which is nice.

Halo Lotta Love

As well as dealing with solid, dangerous things, you also have to interact with holographic items that act as keys and switches. Not only that, they look rather spiffy as well. Try and touch them – look, you can't!

◀ Leave me alone, space insect thing. I tire of your solidity and crave the intangible.

That's much nicer. Glowing holograms are a lot more pleasing to look at.

Suits You!

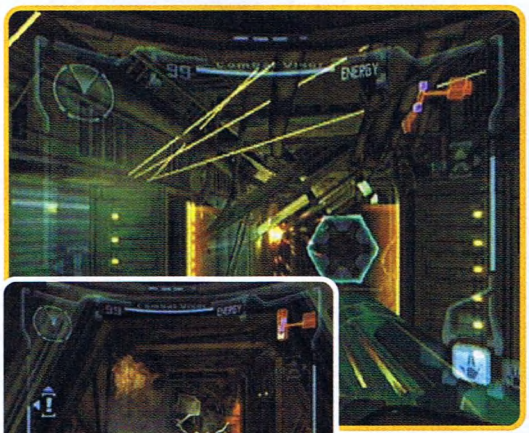
Tsk; girls, eh? Their genetic makeup means they're incapable of packing light for even the shortest trip, and Samus Aran is no exception. Luckily in her case you won't find 20 pairs of slingbacks, 18 of which she won't wear at all. Instead she has a selection of useful spacesuits.

▲ Yes, yes. That's a lovely gravity suit you're wearing. No, the pads do match!

▲ Yes, it looks lovely from the back. And no, it doesn't make your bum look big.

Let's Rip This Joint Apart!

If the scenery in *Metroid Prime* isn't quite to your liking, just whip out your big guns and give it an explosive redesign. A bit like *Changing Rooms*. In space. With blasters. Imagine Carol Smilie with one of those. No, actually don't.



▲ Hmmm. I'm not sure about all these cables and girders. Nope, they'll have to come down. Take that, post-industrial functionalism!

Not convinced by the gun you're using? Samus can quickly reconfigure it to suit your needs.

First Impressions

A Prime Slice Of Superior Gaming

The first thing that strikes you about *Metroid Prime* is just how stunning it all looks. Within seconds of starting play you'll be treated to in-game sequences that you'd otherwise swear were pre-rendered. The effects are just stunning, from Samus' visor itself through to rain-swept outdoor environments, glorious lighting and incredible animation.

Clamp your jaw shut again and start playing, and you find things take a bit of getting used to. Switching between normal vision and scan mode - a vital part of the game - needs quite a bit of getting used to, but it all clicks into place before too long, and you can quickly get into one of the most involving pieces the GC has to offer. Shooting, scanning, swinging - with Samus' handy grappling hook - and rolling around in ball form, they all quickly become second nature, enabling you to enjoy *Metroid Prime*'s many delights.

Difficult to pigeonhole, this one. Obviously it pays homage to its 2D roots, and there are elements that put us in mind of PC titles like *System Shock 2*. Basically, *Metroid Prime* is very much its own game, and shaping up to be *the* game for your Christmas list.

GOOD COP BAD COP

Glorious visuals and a tasty mix of shooting, exploring and puzzling should make this a must-have GC fun-fest.

No multiplayer. And Samus' enormous shoulder pads are just *sooooo* 1980s. Get yourself a makeover, girl!

WHERE IT'S AT

Bounding into the final stretch, there'll have to be a damn good reason for *Metroid Prime* not making Christmas.

OUT: NOV | FORMAT: PS2 | PRICE: £45 | DEVELOPER: STORMFRONT | PUBLISHER: EA | SPECIAL FEATURES: NONE | OTHER FORMATS: GBA | CALL: 01932 450 000 | PLAYERS: 1

PREVIEWER

Tom East

There's six boss battles in the 13+ levels including a cave troll encounter.

▲ On the GBA you can enter a ring world as Frodo puts the ring on. He become invisible but will attract the evil forces.

▲ With this top down view and the tiny characters you can't help beign reminded of the old skool *Gauntlet* games, especially with the wizard, warrior and an elf.

Lord of the Rings: The Two Towers

ATEST SHOTS! • UPDATE! • LATEST SHOTS! • UPDATE! • LATEST SHOTS! • UPDATE! • LATEST SHOTS! • UPDATE! • LATEST SHOTS! • UPDATE!

We were **Legolas once**, so we bought some **stickle bricks** to compensate! Ho ho! **Take my wife...**

While it's very worthy to appreciate JR Tolkien's work for it's sheer scale, exhaustive detail and intricate plot, it's more to fun to appreciate it for the loads of battles with daft creatures chopping each other up with swords. So when EA got the licence for the movies, rather than make a game about being small and living in an idyllic leafy village they've cut right to chase, well right to the scrapping more like.

Softography

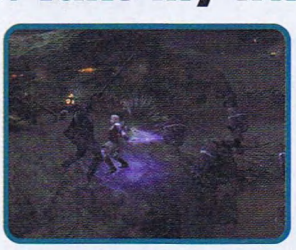
These guys have also made...

Bloodwake	69%
Hot Wheels Turbo Racing	45%
Tiger Woods 2001	66%
Legend of Alan D'Ar	N/A
Clive Barker's Undying	65%
Rumble Racing	73%

The game is one third *Fellowship Of The Ring* and two thirds *Two Towers*, which means it's none stop Orc smacking. And the senior members of the Kicking Orc Ass Council are Gimli, Legolas and Aragorn, all three individually playable.

POTION CAPTURE

Visiting EA's headquarters we managed to playtest a couple of the levels and must confess this is one fine looking game. Using motion capture from the battle scenes and character likenesses they've really captured the feel and look of the movies. The Fangorn Forest and the Plains of Rohan levels we played were both heavy on the action, but also laced with some neat RPG touches. With three attack buttons and one parry the key to successful attacks was mixing up the combos like you would in a beat-'em-up. Each combo you use is rated and at the end of each level, players are rewarded with experience points which can be traded for new equipment and improved abilities. If they can add some variety to the neat but slightly predictable gameplay, this has a chance of being more than half decent.



▲ Legolas is the most difficult and potentially rewarding character to use.

▲ Frodo and Gandalf both show up but only as nonplaybale characters to help the trio.

...loads of daft creatures chopping each other up with swords ...

Tiny Towers

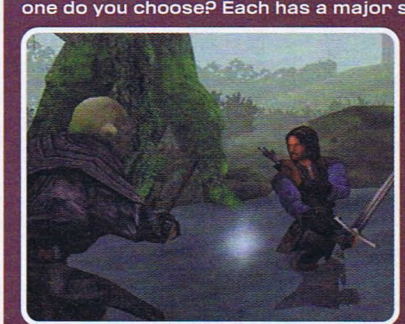
Less impressive was the GBA game which EA talked up as an RPG, but mainly centred around slashing at things and collecting a few experience points. In its favour were a greater selection of playable characters including Gandalf and Frodo.

▲ Its a neatly animated game with a top down view but for all the bright colours it seems to the weaker of the two games.

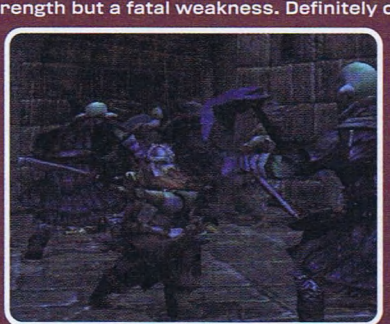
▲ So you *can* play as Gandalf! Guess that means he wasn't burnt to a crisp.

You Need A Little Elf Respect!

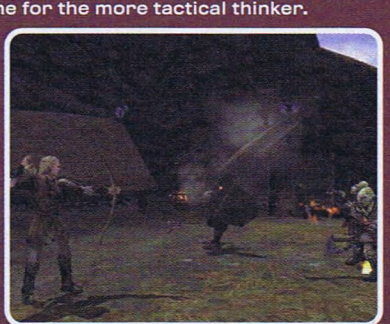
Out of the three playable characters, Aragorn will probably be a favourite thanks to his all round skills, but it's the Dwarf and the Elf which are most interesting. Gimli is incredibly powerful but the problem is his combos are very slow. Legolas on the other hand is very quick but as he uses twin daggers as his primary attack is a bit lightweight. So which one do you choose? Each has a major strength but a fatal weakness. Definitely one for the more tactical thinker.



▲ Aragorn is proficient with both sword and bow and is the easiest character to control and develop.



▲ Gimli is awesome at close contact but his combos are slow so it's tricky to build up the experience points.



▲ Legolas is very quick but fairly weak and at first very tricky to play as the bow is not a powerful weapon.

GOOD COP BAD COP

Remains very faithful to the look of the films, is big on action and looks very playable. Encouraging.

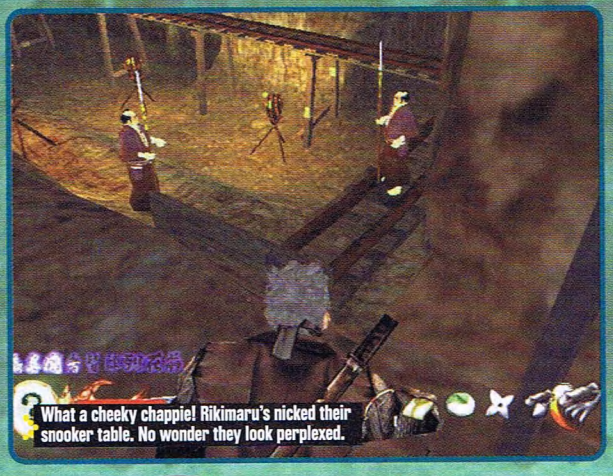
The gameplay is a little one dimensional and looks a bit like a 3D *Golden Axe*. We await the full game for conformation.

WHERE IT'S AT

It was about 70% finished so there's some hard work to be done before its November release.

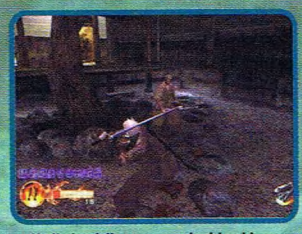
OUT: MARCH | FORMAT: PS2 | PRICE: £40 | DEVELOPER: ACTIVISION | PUBLISHER: ACTIVISION | SPECIAL FEATURES: NONE | OTHER FORMATS: NONE | CALL: 01895 456 7000 | PLAYERS: 1-2

A good ninja doesn't wander around at ground level. He gets up on the roof. Mind those tiles!



What a cheeky chappie! Rikimaru's nicked their snooker table. No wonder they look perplexed.

What the devil's going on here? Looks like a hair-raising experience for ninja chum.



If all else fails, go mental with a big sword. You'll get no points for subtlety, mind.

Tenchu 3: Wrath of Heaven

Can a dead ninja really come back to the land of the living? **Shuriken.**

REVIEWER: Jim McCauley

Solid Snake might reckon he's the daddy, but really, all his sneaking around is just old ninja tricks wrapped up in shiny paper. If you want proper ninja sneakery, find yourself a proper ninja.

Rikimaru's learned a lot of new tricks, and now he's a fully-tooled-up, creeping, climbing, shuriken-flinging agent of death. In true ninja style he can grab his enemies' weapons and use them himself. Killing stealthily and completing tasks earns extra skills. And the massive game world's been set up so that you can go almost anywhere. Hurrah! However, like its predecessors it looks somewhat...functional. Activision promise that it's due for a lot of polish. We'll keep you informed.

GOOD COP

Loadsa sneaking and stealthy killing in a massive, freeform world where plenty will be possible.

Hardly the best looking ninja stealth assassination game on the planet, is it? Much buffing required.

BAD COP

WHERE IT'S AT

Still in development, but most of the content's done and the focus is now on making it actually look nice.

OUT: AUTUMN | FORMAT: GBA | PRICE: £35 | DEVELOPER: CRAWFISH | PUBLISHER: BAM! | SPECIAL FEATURES: NONE | OTHER FORMATS: NONE | CALL: 0207 385 1357 | PLAYERS: 1-2

Ecks Vs Sever 2

Ecky thump! Crawfish serve up a second helping of **ballistic GBA action...**

REVIEWER: Jim McCauley

Who'd have thought that the GBA would become such a first-person hotbed? And here comes another FPS for that Ninty in your pocket. We were well impressed by the original, and the sequel is looking even better, with almost too much squeezed in for us to tell you about.

So...You get [deep breath] 24 missions split between Ecks and Sever and spread all over the world, five multiplayer options (including a two-player co-op mode, and combat practice against up to six AI bots), bags of guns, loads of spy toys and lumps of scenery that you can blow up if you're feeling particularly destructive.

Not bad, eh? We've been having great fun playing with the game's sniper rifle, taking down enemy agents before they even know we're here, and there are also laser tripwires and flying spy cams to play with; everything your modern agent about town needs. Yep, this and the also-impending *Doom 2* show that the GBA's just the thing for some intense 3D action. Prepare for a lot of locking and loading and a very sore trigger finger, soon.

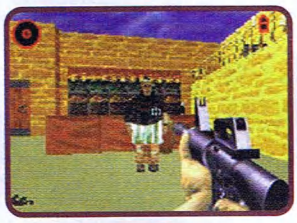
Kill!

Ecks Vs Sever 2 is absolutely rammed with cool weapons. Which ones would you pack in your globe-trotting kit bag then?

Never underestimate the knife. It's very useful for making silent kills.

Assault rifles are handy – not that we'd recommend them for dog control.

Ah, the sniper rifle. See those little dot-men in the distance? Shoot 'em.



"No, I'm not going to buy your gaudy trinkets! I'm going to shoot you and just help myself."

"Did you do that? We don't take kindly to graffiti round here. Eat lead, punk!"

GOOD COP

Tons of action and options, plus multiplayer, all squashed into the teeny tiny Game Boy Advance. Woohoo!

The usual difficulties of doing the FPS thang with the GBA's controls apply. Not too bad once you get used to it, though.

BAD COP

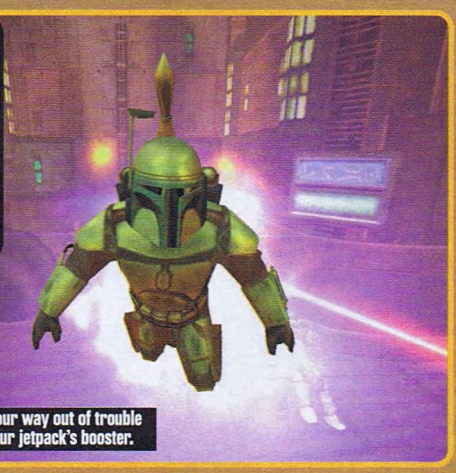
WHERE IT'S AT

The version we've been playing looks as good as done. Be prepared to unleash some sniper head shots soon.

OUT: DEC | **FORMAT:** PS2 | **PRICE:** £40 | **DEVELOPER:** LUCASARTS | **PUBLISHER:** LUCASARTS | **SPECIAL FEATURES:** NONE | **OTHER FORMATS:** GC | **CALL:** | **PLAYERS:** 1

PREVIEWER

Robin Alway



You can thrust your way out of trouble with a prod of your jetpack's booster.

He can hang off buildings and *still* shoot. Good old Jango. It's also possible to fall a long way without knackering your knees.

C3PO vs Jango Fett. Hardly fair. Jawas, Tuscan Raiders, Grans and scores of other *Star Wars* creatures pop up to be shot at.

Bounty Hunter

LATEST SHOTS! • UPDATE! • LATEST SHOTS! • UPDATE! • LATEST SHOTS! • UPDATE! • LATEST SHOTS! • UPDATE! • LATEST SHOTS! • UPDATE!

Flamethrowers, grenades and **jetpack drive bys.** This is the closest *Star Wars* **has ever got to being *GTA*...**

For a company with more Force powers than most, LucasArts has often got it horribly wrong when working out what sort of *Star Wars* games we'd like to play.

Big head kart racers (*Super Bombad Racing*) and car combat (*Star Wars Demolition Racer*) have made it onto the shelves. Whereas the Galaxy's Most Feared Bounty Hunter and Official Owner of the Coolest Gadgets in Star Wars has had to wait 'til now to get his own game. It's about time.

Set ten years before *Episode 2*, *Bounty Hunter* will explain how Jango Fett became the genetic jelly mould for the clone army. Even better, our exclusive look at the latest version confirms that you'll be able to steer guided missiles into crowds of innocent citizens. In fact, the best thing about this third person action blaster is that it celebrates cold-hearted bounty hunting rather than expecting you to be a beardy, do-gooding Jedi.

Softography

These guys have also made...

Star Wars: Dark Forces	68%
Episode 1: Jedi Power Battles	68%
Star Wars: Super Bombad Racing	76%
Jedi Knight: Jedi Outcast	93%

CULT FOLLOWING

Yep, it's all about hunting down intergalactic scum over 18 levels, set in six unique worlds. As well as chasing down convicts, crime lords and a former Jedi cult leader, he can also take on sub-missions that involve capturing crims dead or alive for cash that unlocks great bonus DVD-style extras.

This is all played out in *Star War*'s dark underbelly – and looks suitably moody.

There's six distinct worlds with a boss at the end of each to decomission.

Nicely, you're tooled up to the teeth right from the start with pistols, whipcord, grenades, flamethrower, sniper rifle and a jetpack. All this kit gets put to good use in simple but effective blasting with flexible controls that let you, for example, back flip *and* lob grenades.

> "...it's all about **hunting down intergallactic scum** over 18 levels..."

It adds up to a very promising looking debut for the boy Fett. So much so, he might be able to move out of that pokey white flat he had in *Episode 2*...

Go Gadget!

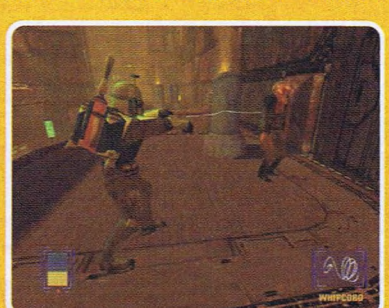
Jango's jetpack adds a whole rocket powered dimension to shooting the crap out of the galaxy's wrongdoers. You can thrust about the place in three second bursts to start with (upgradable to ten later on). And don't forget the guided missiles which you can fly to their targets with a thrilling rocket eye view.

You can thrust straight up to get a vantage point. Flying while shooting or genading is positively encouraged.

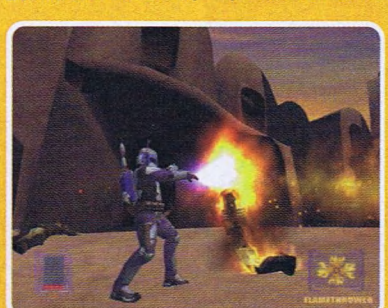
You can also get rocket assisted left and right strafes to dodgy attacks.

In an Innovations Catalogue Far, Far Away...

Jango's obviously been flicking through the Star Wars equivalent of the Innovations catalogue to build up such a good range of gadgets and weapons. There's also a decent amount of sophistication in the controls so you can target two enemies at once, lob grenades while doing jet-pack boosted jumps as well as tie up folk and flamethrower 'em...



Last used to great effect on Obi Wan in *Episode 2*, the whipcord can tie up enemies and civillians...



...Your victim can then be flamethrowered. That's downright rude. He's not know for his niceness, is Jango.

Twin blasters let you lock onto and shoot two targets at once. And jet pack it out of there, if necessary.

GOOD COP BAD COP

One of *Star Wars* coolest characters gets his own game. Plenty of innocent weapons to test your cool guns on.

Reasonably straightforward action game. We're a bit worried about a lack of a depth to the blasting.

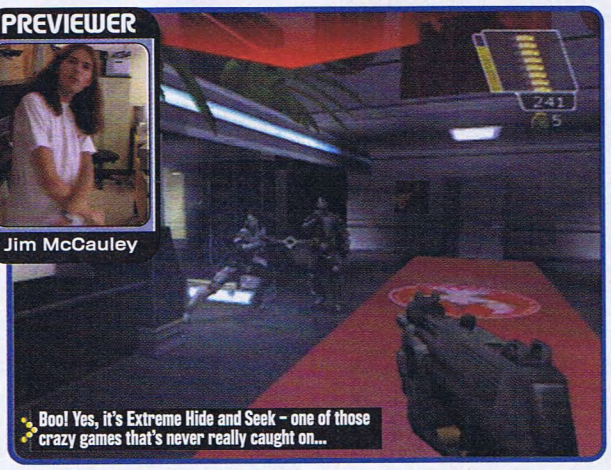
WHERE IT'S AT

Still plenty of polishing to do. We want to see our face in Slave One by the time it comes out in December.

OUT: NOV | **FORMAT:** PS2 | **PRICE:** £40 | **DEVELOPER:** VOLITION | **PUBLISHER:** THQ | **SPECIAL FEATURES:** KEYBOARD, MOUSE | **OTHER FORMATS:** NONE | **CALL:** 01483 767 656 | **PLAYERS:** 1-4

PREVIEWER

Jim McCauley



Boo! Yes, it's Extreme Hide and Seek – one of those crazy games that's never really caught on...

Handy hint: if the little 'cross in a box' reticule appears, don't shoot. That's your teammate.

▲ What better way to spend a rainy evening than with a stroll around a rooftop, shooting everyone in your way?

▲ When you're not blowing chunks out of harmless buildings, you're spending a lot of time shooting holes in humans. A chap's got to earn a living somehow...

Red Faction 2

NEW SHOTS! • UPDATE! • NEW SHOTS! • UPDATE! • NEW SHOTS! • UPDATE! • NEW SHOTS! • UPDATE! • NEW SHOTS! • UPDATE! • NEW SHOTS! •

Did you feel the **earth move**? Sounds like there's more ***Red Faction*** **action** on the way...

We've been wracking our brains in the GM office trying to think of movie sequels that had absolutely nothing to do with them the originals. Roy came up with *Halloween 3*, I plucked *American Psycho 2* out of my memory, and Tom hid under his desk, shaken by all this talk of scary films.

Softography

These guys have also made...

Red Faction	83%
Red Faction PC	67%
Freespace	81%
Freespace 2	87%
Summoner	81%
Silent Threat	75%

The reason for this diverting office banter? *Red Faction 2*. It's decidedly different, at least story-wise. Forget about Parker and the evil Ultor Corporation, because they're only mentioned in passing.

FACTION PACT

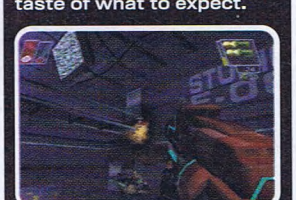
This time round you're Alias, a nano-augmented super-soldier, working with five of his service buddies to overthrow the evil Commonwealth and its corrupt head, Chancellor Sopot. All well and good, but you'll be more pleased to know that *Red Faction 2*'s still about blowing stuff up with awesomely powerful weapons. The big problem with GeoMod the first time round was that it wasn't quite as brilliant as you might have thought. Nice idea but the implementation felt a bit artificial, as if halfway through development they realised that being able to blow holes in everything didn't really work, so they reined it in severely. This time round it's looking a lot more natural - it's obvious what needs to be destroyed and what can't be blown to bits. Volition have also expanded the game's scope. Throughout the game you work with your five team-mates, each of them specialists in different areas. There are some fun non-FPS bits, like when manning the weapons on a helicopter gunship. The multiplayer now supports four combatants plus AI bots, and there's now mouse and keyboard support for FPS purists.

...first time round it wasn't quite as brilliant as you might have thought...

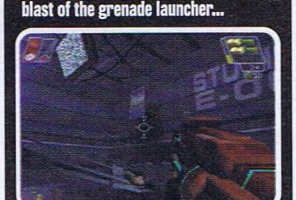
We're expecting the latest code any day now.

Deformed!

Red Faction 2's not just about mayhem and destruction. Mostly it is, but you'll also have to plug in your brain and use the GeoMod tricks to your advantage in order to solve puzzles and get anywhere. Here's a basic cortex-tickler from one of the early levels. It's not that challenging, but it's a taste of what to expect.



▲ Hmm. There's a gantry, but no means of getting up there. A quick blast of the grenade launcher...



▲ ...and you bring it crashing down in a suitably noisy way. Now you can find even more stuff to destroy.

▲ If you like big explosions, then this might be up your alley. If you don't like big explosions, you're weird.

◀ It must be nice to have a job where you go to work with a grenade launcher. Where do we apply?

A Gun In Your Pocket...?

You'll be really pleased to see *Red Faction 2*'s new range of heavy-duty weaponry. Naturally there are enormous, landscape-deforming demolition jobs, but you'll also find assault rifles, machine guns, a spiffy railgun and much more.

Here's your NICW – Nanotech Individual Combat Weapon. It targets for you, gives you an enemy health readout, and fires grenades as well as bullets. Tasty.

GOOD COP BAD COP

New story, new location, new weapons and new characters. Everything's so new and shiny that it hurts our eyes.

Despite some eager reviews, GeoMod wasn't that great. Let's hope they've given it more thought this time round.

WHERE IT'S AT

Red Faction 2 should be here in time for Christmas. We'll be taking a closer look at this seismic sequel soon.

OUT: NOV | FORMAT: XBOX | PRICE: £45 | DEVELOPER: DAY 1 STUDIOS | PUBLISHER: MICROSOFT | SPECIAL FEATURES: ONLINE | OTHER FORMATS: NONE | CALL: 0870 601 0100 | PLAYERS: 1-2

PREVIEWER

Alex Cooke

Stride through rivers, stomp across bridges and even land on the roof of a multi-story car park.

The thick blizzards of the snowy levels cloud your vision.

The lightweight mech is more nimble on its pins but can take far less punishment. Nippy over bulky and safe?

MechAssault

S! ♦ UPDATE! ♦ NEW SHOTS! ♦ UPDATE! ♦ NEW SHOTS! ♦ UPDATE! ♦ NEW SHOTS! ♦ UPDATE! ♦ NEW SHOTS! ♦ UPDATE! ♦ NEW SHOTS! ♦ UPDATE

The **robots are rising** again in a **mental mechanized assault** on the Xbox's top shooter...

Sci-fi pioneer Isaac Asimov wrote three rules of robotics outlining how the metal machines should follow orders, protect their shiny hineys and never harm a human. But what most people don't know though is that the Microsoft organisation have created a fourth rule which states if the robot is over 40 foot tall and armed to the teeth, it can do whatever it jolly well likes.

Exploiting this extra clause to the max are the cold hearted combat 'bots of *MechAssault* as they set off on their mental mission to crush all of their enemies underfoot. They don't care if choppers, hover tanks and even skyscrapers stand in their way because these rumbling, lumbering tin cans come with three types of heavy weapon, jet packs and some super strong armour. Fancy giving them some jip? We wouldn't advise it!

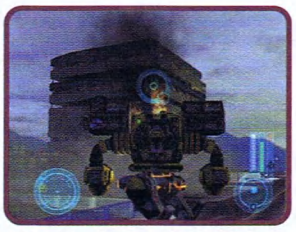
Softography

These guys have also made...

MechCommander	80%
MechCommander Gold	81%
Crimson Skies (PC)	83%
Amped	80%
MechCommander 2	80%
Blinx The Time Sweeper	N/A

HEAVY METAL

But unlike the tons of previous robot rampages where turns and beards are more important than battles, this is an all-action, swarfega-fuelled, heavy metal meltdown. During the two levels of city and snowy shooting that we played the fighting was fiery and frenzied, with everyone from tiny little troopers to tanks targeting you. Luckily, the leggy walkers are pretty mobile with jet-packs to power you out of trouble and a twisting torso that lets you turn and take out enemies in 360 degrees. This system might make the controls complex but after a few minutes of the colourful combat you quickly pick up the basics of robotics.



Take down a tower and it will crush all the soldiers who stand outside. Tasty!

The story and great looking 'bot designs are taken from the BattleTech comics.

...these lumbering tin cans come with three types of heavy weapon...

With a split-screen two-player mode - and anything up to twelve others online too - as well as 20 solo missions this is a heavyweight blaster that looks set to get your oil flowing.

Inferno!

The 'bots are bigger than an Xbox and nearly twice as heavy, so even twenty story skyscrapers are no trouble to them. In fact nearly everything in the world can be destroyed so long as your beautifully rendered 'bot has enough firepower to shatter the superstructure. And believe us, it usually has.

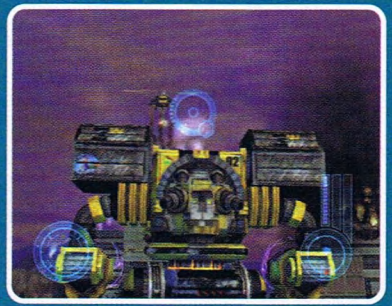
With the bridge destroyed the tanks can't cross the river. But you can still wade across. Break out the wellies...

Once you have punched enough holes, the building finally crumbles.

Digital Destruction Derby

Each one of the twelve fighting robots carries three different types of weapons: small laser and machine guns can be used to take out the tiny soldiers, the missiles are handy for the other Mechs and the plasma gun is great for changing rooms, permanently. Add to that your hefty hovery jetpack and your full three sixty degree twisting torso you soon realise you're sitting in a pretty formidible fighting machine.

You can crush them, bruise them or even shoot them but the little guys can still damage to your metal brute.



The plasma charge PPC can take out buildings so lightweight tanks and choppers are just fodder.

Rival robots appear and run between the towers using them as cover as they lob rockets at you.

GOOD COP BAD COP

Bright 'bots, enormous explosions and plenty of fun firepower make for excellent entertainment.

The button thumping action might not last the course without something more substantial to fill you up.

WHERE IT'S AT

All the gears and cogs are in place but it needs a good oil and tune up before being ready by November.

10 WORLD VERT TITLES. 1 EPIC ROAD TRIP.

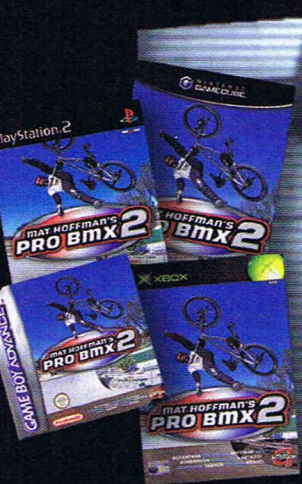
Crank out huge airs like 10-time World Vert Champ Mat Hoffman.

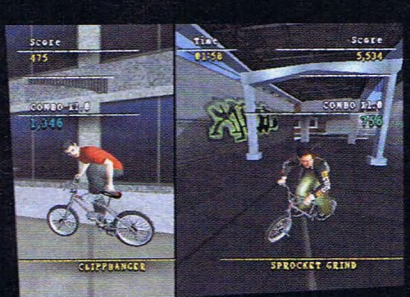
The only BMX game to offer flatland tricks.

BMX WILL NEVER BE THE SAME...

Jump on the bus with **Mat Hoffman** and ten other top pros for the **ultimate BMX blowout** through eight U.S. cities. Pull hundreds of tricks and combos using the new **Trick Tweaking System** or keep it on the ground with **the only BMX game that offers flatland moves.** Unlock **behind-the-scenes video footage** from Mat's actual road trip and then snap shots of your best tricks for your own **photo scrapbook.** One day on this road trip and you'll know why BMX will never be the same.

MAT HOFFMAN'S PRO BMX 2





Force your opponent off the screen in the 02 exclusive PUSH mode.

Screenshots from PS2 version

Contenido • Conteúdo
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ELSPA OK 11+ © ELSPA

PlayStation.2 NINTENDO GAMECUBE GAME BOY ADVANCE Gratuitous Games rainbow STUDIOS HOTGEN

ACTIVISION O2 SPORTS REVOLUTION
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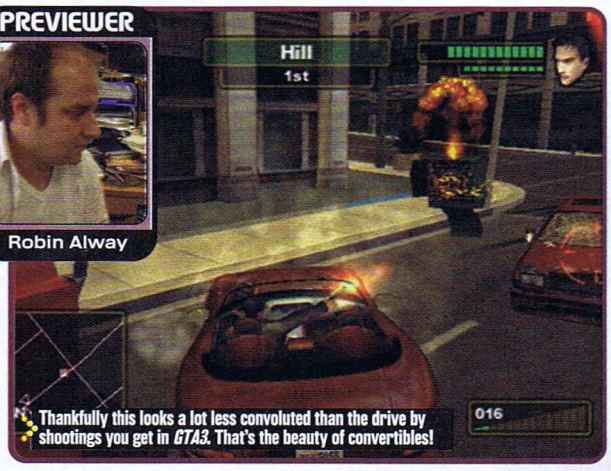
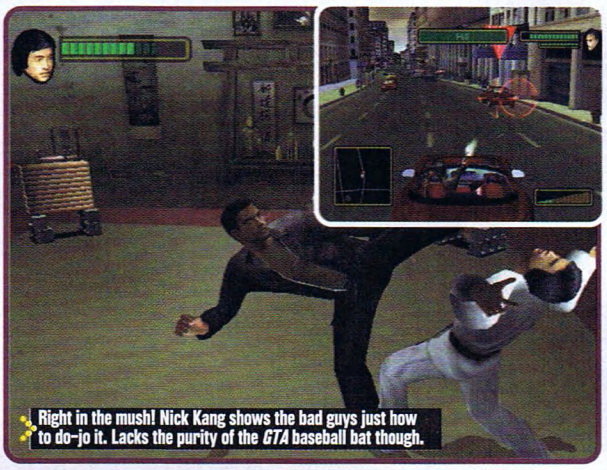
OUT: MAR 03 | FORMAT: PS2 | PRICE: £35 | DEVELOPER: LUXOFLUX | PUBLISHER: ACTIVISION | SPECIAL FEATURES: ONLINE | OTHER FORMATS: XBOX, GC | CALL: 01753 756 100 | PLAYERS: 1-4

PREVIEWER

Robin Alway



Thankfully this looks a lot less convoluted than the drive by shootings you get in *GTA3*. That's the beauty of convertibles!



Right in the mush! Nick Kang shows the bad guys just how to do-jo it. Lacks the purity of the *GTA* baseball bat though.

▲ This is the game that *The Getaway* wants to be. *GTA Vice City* has competition...

▲ A couple of shots to the torso, then followed up by a kick to the teeth. Top one!

True Crime: Streets of L.A.

Softography
These guys have also made...

Deomlition Racer	62%
Vigilante 8	70%
Vigilante 8: Second Offence	73%

LATEST SHOTS! • UPDATE! • LATEST SHOTS! • UPDATE! • LATEST SHOTS! • UPDATE! • LATEST SHOTS! • UPDATE! • LATEST SHOTS! • UPDATE!

You're listening to the **sound of the streets**: sirens, **gun fire** and lots of people going **"this looks like *GTA3*!"**

The first thing to know about *True Crime* is that you're not actually committing any of it.

Activision might have nicked elements of *GTA3* for this decent looking action fest but you'll have to flash your cop badge before stealing, sorry, 'commandeering' any citizen's motors. Mowing down pedestrians and bazookaring your fellow roz's copters out of the sky will also be frowned upon.

At the very least you'll lose Cop Points, which give your undercover cop, Nick Kang, extra fighting moves, more accurate shooting or better car handling. The driving, shoot outs and combat takes place in 400 square miles of realistically mapped LA.

WOO FIGHTERS

Cruising around the city on the trail of dodgy hoods there's 20 assignments and 100 sub missions all linked in a freeform *GTA* stylee. The out-of-car shooting and fighting already looks less frustrating than in Rock Star's game. Much cleaner lock-on targetting and martial arts style scrapping means you'll want to get your arse out of the driver's seat. And once you do, John Woo-style double gun blasting and 30-odd fighting moves give this a distinct Hong Kong chopsocky action movie feel.

...John Woo-style double gun blasting and 30-odd fighting moves...

Despite the *Streets of LA* subtitle it also boasts, rather smugly, lots of Insides of LA too. We saw bar room brawls and a sneak-and-strangle mission in an enemy base. Expect to see gun ranges, shops and dojos too.

Unlike *Vice City*, possibly thanks to the long arms the law's famous for, this'll stretch to all three next-gens and already looks the business.

Police Work

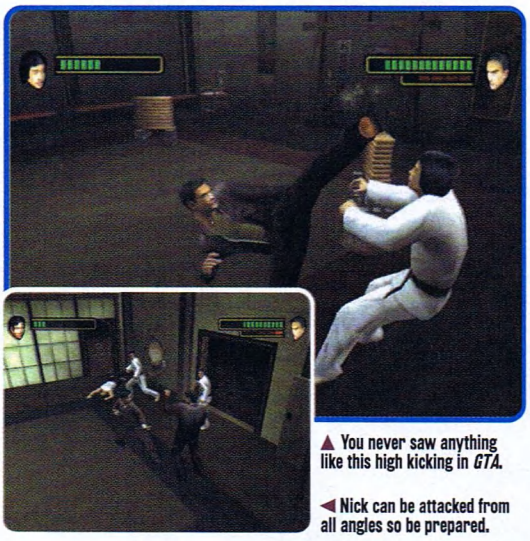
True Crime's missions are nicely unpredictable and take in car chases, drug busts and hit-and-runs to name but a few. Completing or failing missions sees the story move in different ways. The example we saw involved a downtown race against the clock to help a barkeeper...

▲ The mission starts on the streets.

▲ Then we switch to an interior for *Crouching Tiger*, crazy Ass kung fu.

A Little Bit Woo, A Little Bit Way!

GTA3's out-of-the-car combat was often so frustrating that you'd do anything to stay in your motor and resort to good, old fashioned running people over. This makes much more of its chopsocky, John Woo style action. There's proper energy bars and martial arts moves for the fighting as well as *Headhunter* style ducks, rolls and taking cover for the shooty bits...



▲ You never saw anything like this high kicking in *GTA*.

◀ Nick can be attacked from all angles so be prepared.

Shooting people at a jaunty angle! Looks a bit Max *Payney* don't ya think?

GOOD COP BAD COP

Graphically widdles on *GTA3*. The interior locations and out-of-car combat are already looking impressive.

Could be too law abiding and not able to hold a flamethrower to the shockingly great feeling of evil coming from *GTA*.

WHERE IT'S AT

Still a long way off. Expect the developers to 'trip' down GM's stairs as we get more info out of 'em soon.

OUT: NOV | FORMAT: XBOX | PRICE: £40 | DEVELOPER: BETHESDA | PUBLISHER: UBISOFT | SPECIAL FEATURES: NONE | OTHER FORMATS: PC | CALL: 01932 838 230 | PLAYERS: 1

Unlike most RPGs you won't have a team helping you out in the battles.

Put your sword away when you're walking around town or you'll start fights.

You can choose to play in first person or third person mode.

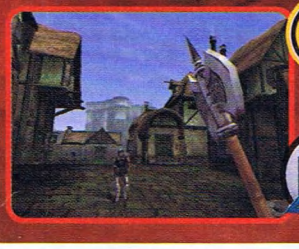
You'll get into more battles when wandering through the countryside.

The Elder Scrolls 3 Morrowind

Got a few **hundred days** to kill? Get ready for one of the longest **RPGs** of all time...

Think *Final Fantasy* is huge? Well this epic RPG could have you battling monsters for over 500 hours! So if you play *Morrowind* for two hours every day, you'll be adventuring for 250 days!

You have to stop a plague which has stuck the province of *Morrowind*. There's a bit of *Black & White* style character creation as you choose from 21 good or evil classes. You can be a good warrior, an evil thief, or join the dark elves and maim everyone in the province. Then you can roam around from town to town or join a guild and start runnning errands for medieval mobsters like a ye olde *GTA3*! With some good vs evil decision making and quality quests, those 500 hours should fly by. Maybe...



GOOD COP BAD COP

You can put away your sword and chat to locals or be an evil git and nick everyone's stuff. Great...

There is no *GTA* style map pointing to new quests, so you could spend ages just looking for one person.

WHERE IT'S AT

Morrowind will be out in November, so look out for a review of the epic adventure very soon.

OUT: OCT | FORMAT: PS2 | PRICE: £40 | DEVELOPER: NAMCO | PUBLISHER: SONY | SPECIAL FEATURES: G-CON | OTHER FORMATS: NONE | CALL: 0207 859 5000 | PLAYERS: 1

Not The Face!

The twisting views in *Ninja Assault* mean enemies can attack from any direction. Let 'em too close and they'll jump you from above.

That's not enemy blood. You'll only see bullet holes when you've been hit.

The mechanical spider looks tough, but it's not as sneaky as the flying ninjas.

That's a weird enemy. In the bonus games you'll have to shoot down fish.

Ninja Assault

Forget fighting ninjas with **swords**, pull out your **gun and blast** the stealthy sods...

Namco are back on the scene with yet another light gun game but instead of Time Crisis' Richard Miller, Guren and Gunjo are the ninja heroes on hand to rescue the lovely Princess Koto.

Like *Onimusha 2*, *Ninja Assault* is set in feudal Japan but you won't be slashing in the streets here. Instead it features modern weapons and laser cross bows.

So get out your G Con 2 and start gunning down loads of different enemies from armoured soldiers to mechanical spiders and high flying ninjas who vanish in a split second and spookily re appear right in front of your face. Sneaky stuff.

The familiar *Time Crisis* style-on rails gameplay is spiced up by a two player co operative or a Jujitsu versus mode and completing these modes will unlock all new scenes in the main game.

Namco have also added an extra female character and an extended story mode for super sharp shooters who've already gunned down some serious ninja ass in the arcade game.

The cunning enemies will hide behind pillars and lob sttuff at your face.

The Ninja has disappeared. Soon he'll appear right in front of your face.

GOOD COP BAD COP

New feudal Japan setting and weird screen filling bosses such as a cannon equipped mechanical spider.

On rails gameplay and a lack of any new weapons mean *Ninja Assault* could be very short lived.

WHERE IT'S AT

Ninja Assault is 90% complete and we'll be getting out our G.Con for the review next issue.

REVIEWER: Richard Melville

OUT: SPRING 03

FORMAT: PS2
PRICE: TBA
DEVELOPER: GENEPOOL
PUBLISHER: ACTIVISION
SPECIAL FEATURES: NONE
OTHER FORMATS: XBOX, PS2, GC
CALL: 01753 756 100
PLAYERS: 1

PREVIEWER

Robin Alway

X-Men: Wolverine's Revenge

With just 48 hours to live, Logan needs to find the scientist behind the Weapon X program that created him.

▲ Wolverine's moves including a flying headbutt and a spine-snapping throw.

▲ Levels include the frozen wastes of Canada and the corridors of Department H.

T SHOTS! • NEW GAME! • FIRST SHOTS! • NEW GAME! • FIRST SHOTS! • NEW GAME! • FIRST SHOTS! • NEW GAME! • FIRST SHOTS! • NEW GA

He's got bigger sidies than **Noddy Holder** and sharper claws than **Smita Smitten.** He **barks at the moon** too!

Total Kult!

Marvel have kept an x-ray eye on every stage of *Wolverine*, sending comic book big shot Larry Hama to script the story.

▲ Big set-piece action scenes and dramatic music are definitely trademarks of the game frantic gameplay.

▲ These PS2 shots show the detail that has been put into Logan's new leather, not lycra look.

▲ A really rather lush cel shaded look makes this feel very comic book indeed. You're almost on the page.

Slash & Burn

All of Logan's combat moves have been designed to be simple. So with an easy combo you can demolish a wall, skewer a soldier or lob a robot into a minefield. As these Xbox shots reveal the bonus 'Strike' special moves are even more impressive, reacting to the amount of enemies around you.

▲ Notching up Strike moves will add experience points revealing more bonus artwork and costumes.

▲ Ordinary humans don't pose much threat so they gang up and use darned heavy weapons against you.

Assemblies must be much more fun at Professor X's Institute for Higher Learning. 'Today Class 3C will levitate the White House and after morning prayers, 2B will demolish a Sentinel army'. It sure beats the hell out of another tuneless rendition of Little Donkey by the massed ranks of the remedial recorder class.

But even these happy school daze seems to have ended for Wolverine because the hairy hero has left the *Mutant Academy* to uncover his mysterious past and who made him the metal mutant he is today. Taking the latest line of comics and Hugh Jackman's gravelly movie version as inspiration, *Wolverine's Revenge* is a dark and damn good looking third person adventure.

...superior eyesight can be used to pick up the path of enemies...

LOGAN'S PUN

With an eye for the biggest explosions and most dramatic deaths, Logan runs through eight worlds using his sixth sense to warn him of danger, his keen sense of smell to track his prey and those adamantium claws. But Logan isn't just limited to slicing with steel because using his superior senses he can use stealth to infiltrate the Department H research facility. And these skills are smartly shown with visible scent particles dripping off characters, a glowing heat haze that reveals hidden hoods and even Logan's superior eyesight which can be used to pick up the path of any enemies. The developers have cleverly used these skills too, creating puzzles that slow the all-action pace down, making you think and fight to complete each area.

With Professor X (Patrick Stewart) and Luke Skywalker himself (Mark Hammill) as Wolverine this is one comic book hero that sticks closely to the Marvel series and still manages to build what could be a great game on those adamantium bones.

Like all the versions, the GameCube can boast some great facial animation on the frowning fighter.

Softography

These guys have also made...

Tony Hawk's Pro Skater 2	91%
Spider-Man	82%
Buzz Lightyear	62%
Spider-Man The Movie	73%
Lost Kingdoms	68%
Quake 3 Gold	82%

GOOD COP BAD COP

Furious fighting moves and dramatic animation really portray the hairy hero in what could be a comic book classic.

Too many automatic moves could suck the fun out of claws combat and make button bashing the best path to success.

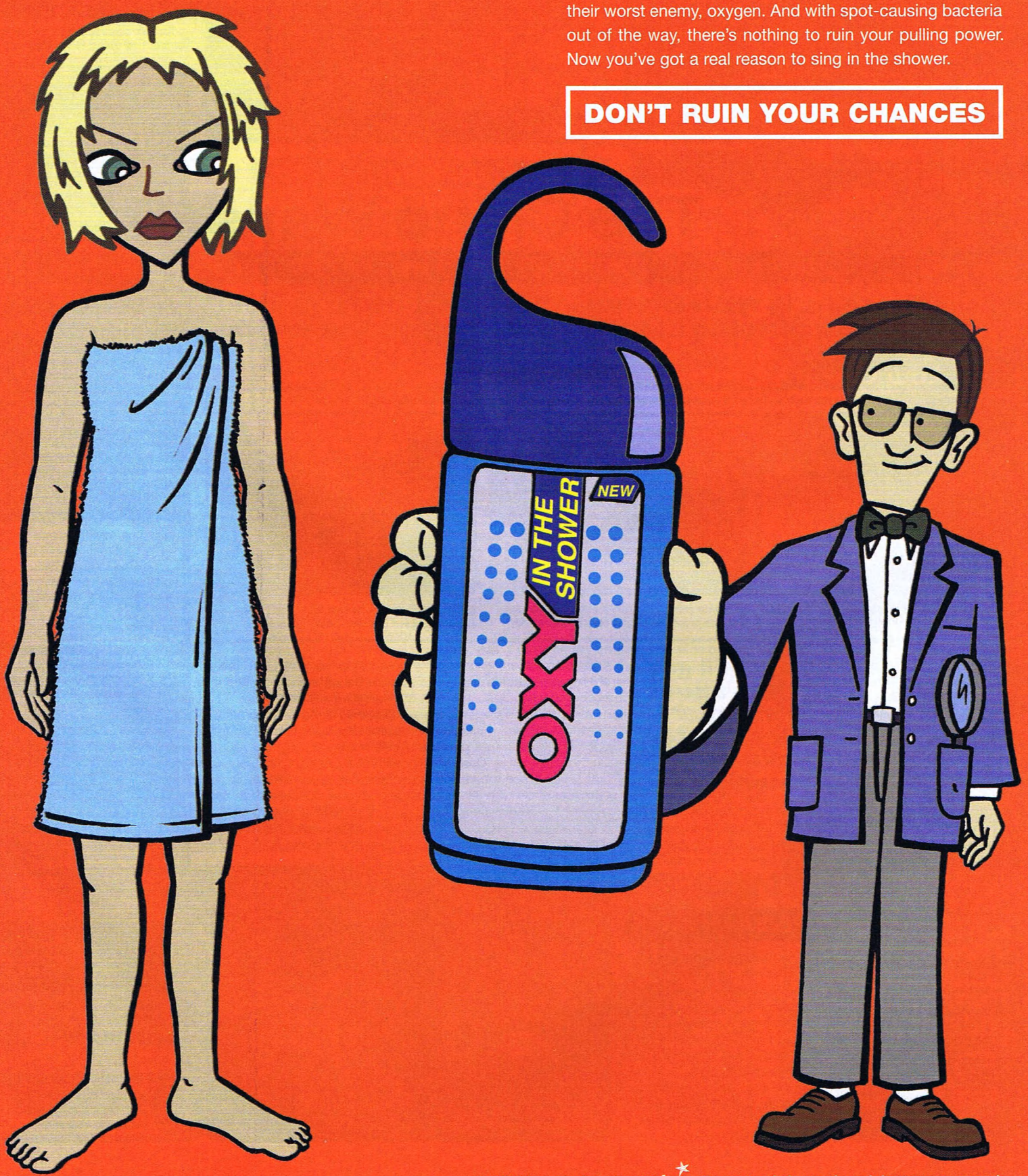
WHERE IT'S AT

Meat still needs to be put on the bones but *Wolverine* looks on course to make that spring 2003 release.

HELPS SORT OUT SLEEPY HEADS AND BLACK HEADS

Now you can wake yourself up with a morning wash that helps prevent spots like the rest of the OXY range. New OXY in the Shower has the same OXY cleansing action that opens up pores to the air and exposes spot-causing bacteria to their worst enemy, oxygen. And with spot-causing bacteria out of the way, there's nothing to ruin your pulling power. Now you've got a real reason to sing in the shower.

DON'T RUIN YOUR CHANCES



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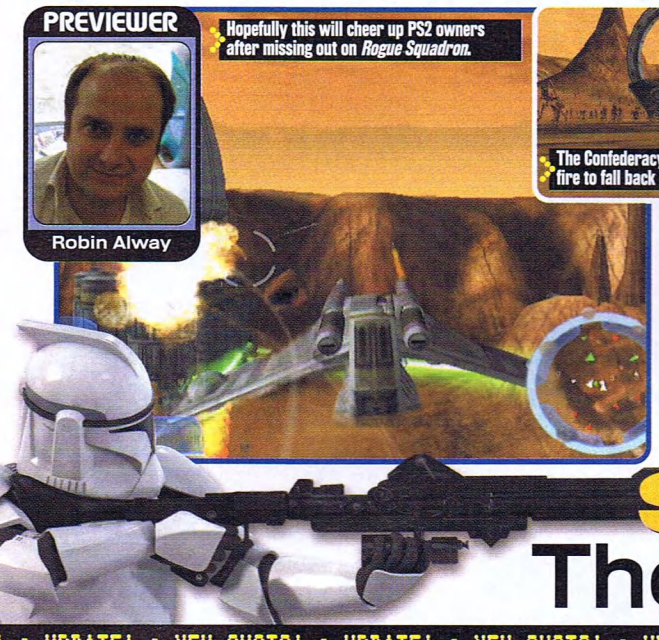
OUT: NOV | **FORMAT:** GC | **PRICE:** £45 | **DEVELOPER:** PANDEMIC | **PUBLISHER:** ACTIVISION | **SPECIAL FEATURES:** NONE | **OTHER FORMATS:** PS2 | **CALL:** 01753 756 100 | **PLAYERS:** 1-4

PREVIEWER

Robin Alway



Hopefully this will cheer up PS2 owners after missing out on *Rogue Squadron*.

The Confederacy have plenty of fire to fall back on as well.

Developers Pandemic proved with *Conflict Zone* that they can produce convincing large scale battle fields.

▲ The mulit-player options are split screen like most other combat vehicle games

▲ This isn't a flight-based game. Each unit is either grounded or hover slightly above.

Star Wars: The Clone Wars

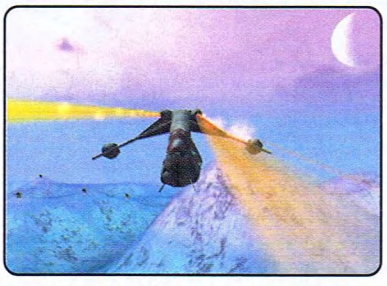
♦ UPDATE! ♦ NEW SHOTS! ♦ UPDATE! ♦ NEW SHOTS! ♦ UPDATE! ♦ NEW SHOTS! ♦ UPDATE! ♦ NEW SHOTS! ♦ UPDATE! ♦ NEW SHOTS! ♦ UPDATE!

The thing is **with Clones**, they might be all smiles **on the outside** but they're crying **on the inside...**

Mad Cow Crazy!

Each combat unit comes with two weapons and occasionally a little BSE - a little bit of something extra.

▲ When using the Republic Fighter Tanks you can use a first person view to take out long distance targets.



▲ Each weapon has a primary and secondary function, and some have a special speed boost or one shot kills.

▲ While there's strategy involved this is primarily an action game. A sort of mission based *Twisted Metal*.

Crisp Walkers

What's so sweet about getting to doss around with the Clone Army is that you get to see early prototypes of the Imperial vehicles in action. As well as the speeder-bikes and walkers, there's some dodgy looking AT-AT's knocking about as well. And we can't forget those creamy Jango Fett looking Stormtroopers.

▲ That is one ropy looking machine with the legs of a new born foal. The huge mutha of a gun kinda compensates

▲ Here's those friendly Clones involved in the ground war. You'll have to support them with your atrillery like guns.

Everyone familiar with the *Clone Wars*? Well we first heard them mentioned way back in 1977 in the original *Star Wars* when crabby old man Obi-Wan mutters something about them, but until we saw *Episode 2* did we really know what was going on?

The war is between the troops of the Confederacy of Independent Systems led Count Dooku and the Clone Army of the Republic under the command of the Jedi Knights Mace Windu, Obi-Wan and Anakin Skywalker. Gamers will control one of these three depending on the mission, but rather than kicking ass with light sabres you'll be leading the Clone armies in a series of combat units. You'll get to bez about on speeder-bikes, gunships, fighter tanks and assault walkers, while over 30 other units will also feature.

...you'll get to bez about on speeder bikes, fighter tanks and gunships...

Softography

These guys have also made...

Army Men RTS	56%
Battle Zone 2	71%
Triple Play 2002	45%

EPISODE 2 POINT 5

The action starts immediately after the events of *Episode 2* with your overall directive to stop Count Dooku from assembling an ancient Sith weapon of mass destruction. You do this by completing multiple objectives sprinkled through the 16 stages. The game plays like a ground based *Jedi Starfighter* with the tasks made up of defending bases, attacking enemy strongholds and escorting ally ships.

Alongside the one-player game are several multi-player options for up to four players. Best of them all is 'Conquest' which combines the vehicle combat action with elements of RTS. Scattered along the Conquest maps are outposts that can provide bonuses and the longer you use them the more benefits you get. Twenty seconds gives you a few defensive turrets, 40 some automatic laser towers and over a minute provides you with other units which you can order about! Blimey, it almost sounds like a Star Wars console game that will have some brains behind the bright flashing lights.

These are the out posts that can be occupied in the Conquest multiplayer.

GOOD COP BAD COP

Action packed adventure that quite amply bridges the gap between the second and third episodes.

There's been more *Star Wars* games that have stunk than ones that have really impressed.

WHERE IT'S AT

In the last stages of tinkering as it's got to be ready for its November release. The clock ticks.

6 WORLD TITLES, NEVER THE SAME WAVE TWICE.

Visit 13 of the most popular surf spots from around the globe.

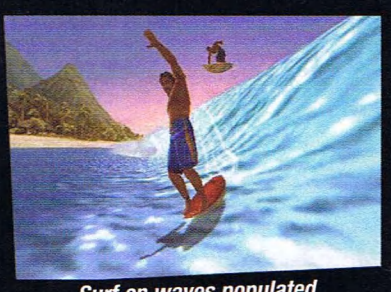
9 modes of play including 2 player PUSH™ mode.

PlayStation®2 computer entertainment system video game system screenshots shown.

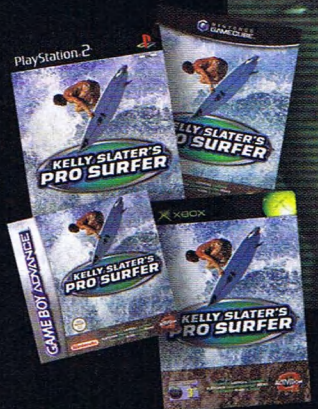
SURFING WILL NEVER BE THE SAME

Drop in with **6-time World Champion Kelly Slater** or one of 8 other top pros in the ultimate surf experience, Kelly Slater's Pro Surfer®. Play a total of **30 levels** at the **most challenging surf breaks from around the globe.** Pull off big air and fantasy tricks like **Rodeo Flip, Knack Knack** and **Hangman** that let you take surfing to a whole new level. Surf in a constantly changing wave environment – **you'll never see the same wave twice.**

KELLY SLATER'S PRO SURFER®



Surf on waves populated with other surfers.



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PlayStation®2 XBOX GAME BOY ADVANCE NINTENDO GAMECUBE HOTGEN TREYARCH

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OUT: NOV | FORMAT: PS2 | PRICE: £40 | DEVELOPER: EA | PUBLISHER: EA | SPECIAL FEATURES: GC/GBA LINK UP | OTHER FORMATS: GC, GBC, GBA, PC, XBOX, PSONE | CALL: 01932 450 000 | PLAYERS: 1

PREVIEWER

Tom East

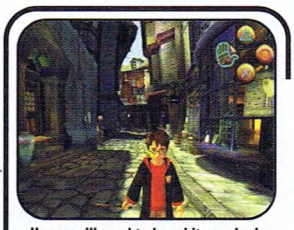
This isn't the last you'll see of the boy, Potter. He'll be near the top of the film and games charts soon.

Sneaky!

It's *Metal Gear Potter*! With the help of a new stealth move, Harry can sneak around without being seen.

Who's a pretty boy, then? Well according to Ron's little sister, Harry is.

If you make a noise the prefects will hear you and you'll lose vital house points.



Harry will need to be a bit sneaky in Diagon Alley. This is a no go area!

Harry Potter and The Chambers of Secrets

TEST SHOTS! • UPDATE! • LATEST SHOTS! • UPDATE! • LATEST SHOTS! • UPDATE! • LATEST SHOTS! • UPDATE! • LATEST SHOTS! • UPDATE!

The speccy wizard has missed the **Hogwarts Express,** but he's flying onto all formats just in time for Christmas. **All aboard!**

JK Rowling may be taking a break from the books (Where in the name of Voldemort's bottom is *The Order of Phoenix*?), but that Harry Potter has certainly been a busy boy. Yep, this winter the speccy wizard will be starring in a film and seven different *Chamber of Secrets* games. Flippin Endo!

FORD ANGULAR

We've played every single one and apart from the PS2, Xbox and GC versions they're all different. Starting in a training room, the next-gen games had us catching up on Potter's old magic tricks and searching for Ginny's toys at the Burrow. But later on we got into a scrap with the Whomping Willow and learned new stealthy skills, using a sneak button to avoid a wizard. The PC version looks similar, but contains more platform and puzzle action (you leap up the Whomping Willow instead of decking it. Lucky Willow!)

If you want to have a ride in the flying Ford Anglia, you'll have to play Potter on PSone. Unlike the next gen consoles, you get to play out the best part of the book where Harry gets behind the wheel and chases the spooky train.

Then there's the eye bleedingly gorgeous GBA adventure which not only has some 3D Quidditch action, but also links up with the Gamecube version for an extra secret Forbidden Forest level. Finally if you want probably the most complete Potter experience with dialogue from the book, go for the Game Boy Color RPG with it's all new team based battle system and, yes, Quidditch!

Harry's Looking Hot!

Despite having the same content as the other next gen *Chamber*'s, the GameCube adventure is easily the best looking Potter at the moment.

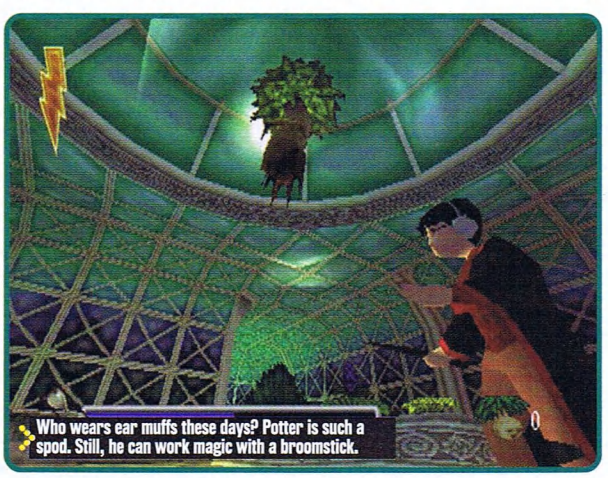
◀ Hogwarts has never looked so good. But it's going to get messy.

▼ Link this up with the GBA version to play in a secret level.

Softography

These guys have also made...

HP & Philosopher's Stone (PSone)	62%
HP & Philosopher's Stone (PC)	78%
HP & Philosopher's Stone (GBC)	87%
HP & Philosopher's Stone (GBA)	80%

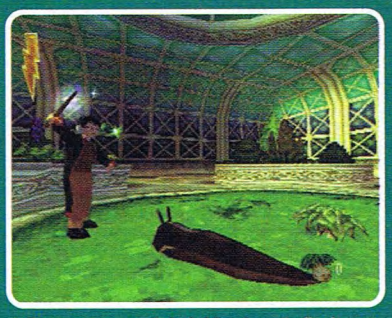


Who wears ear muffs these days? Potter is such a spod. Still, he can work magic with a broomstick.

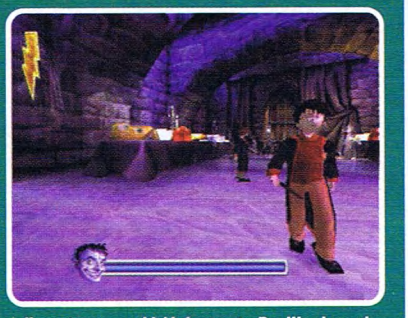
Chase The Hogwarts Express!

As Jade from Big Brother would say, it's the Ford Angular. After flying the car to school, disaster strikes. The Chamber of Secrets has been opened and Hogwarts pupils are being turned into stone. It's up to Harry to find out who is the heir of Slytherin House and discover who is trying to frame him.

▲ After missing the train to school, Harry hops in the flying Ford with Ron. Why isn't this in all the versions?



▲ Power up your spells by holding down the fire button. But, hold it down for too long and you'll miss.



▲ Harry teams up with his best mate, Ron Weasley and Hogwarts' resident ghosts.

Solid!

Professor Snape reckons all the fame is going to Harry Potter's head and always sides with Draco Malfoy. Still Harry will get a chance to get his own back in the Duelling Club. Unlike the console versions of the game, the PC Potter has a duelling league.

▲ Snape stands side by side with his favourite pupil, Draco Malfoy.

▲ Watch out for the prefects. Harry has to keep his eyes peeled for them.

Gilderoy On GBA

You'd need to sit in the middle of a floodlit Old Trafford to see the ridiculously dark Philosopher's Stone on GBA. But you can alter the brightness on *The Chamber of Secrets*.

◀ Like the PS2 version, you'll have to be stealthy to avoid prefects at night.

▲ JK Rowling has written some exclusive content that wasn't in the book for the GBA adventure.

Pottered!

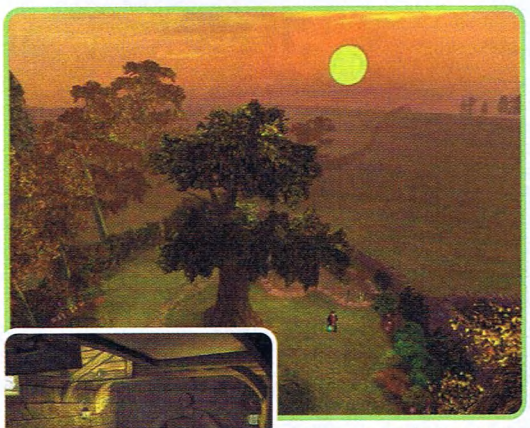
Once again the GBC *Potter* is a huge RPG crammed with dialogue from the book. But this time it's more like a trad RPG as you get involved in team battles. Like the book Lockhart, Hermione and Ron will join him for the final battle - which I'm sure is a relief.

▲ Ron helps Harry get rid of the house gnomes from the Burrow's back garden.

▲ This time you'll get stuck into 2D games of Quidditch on GBC.

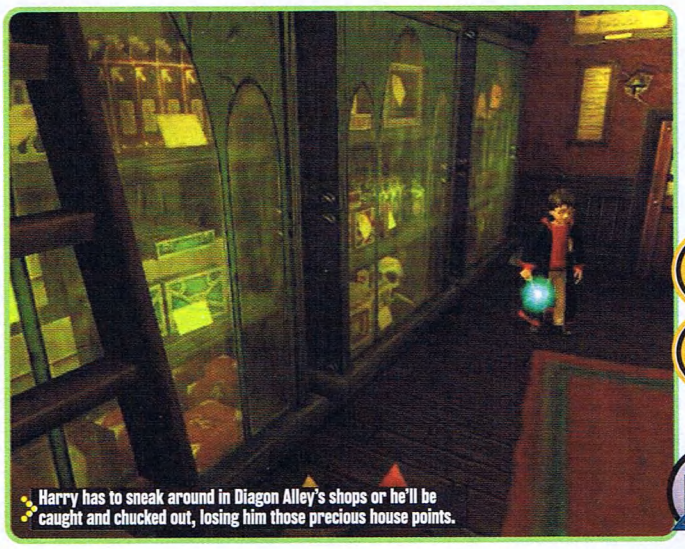
Have You Got A Light, Boy?

Harry can use magic to light his wand and look around dark rooms. You can buy new spells from Ron's brothers Fred and George, you'll earn others for completing tasks and learn some more in the classroom.



▲ Harry searches for Ginny's lost items in the Burrow.

◀ If you earn all 600 house points you'll unlock an ending which shows Gryffindor winning The House Cup.



▲ Harry has to sneak around in Diagon Alley's shops or he'll be caught and chucked out, losing him those precious house points.

First Impressions

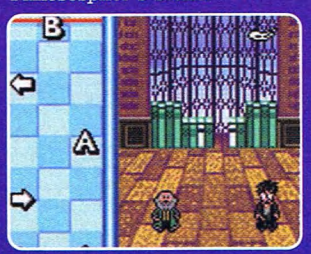
The Magnificent Seven?

Some American Schools have banned Harry Potter from their libraries because they think the little wizard is an evil spawn. Well, after playing the PSone version of *The Philosopher's Stone*, some would have to agree.

But anyone who has played the handheld versions will think differently. And it's the GBA and GBC which shine again here. *The Chamber of Secrets* is one of the best looking GBA adventures ever and with the promise of GameCube link-up and 3D Quidditch, this should be even better than its predecessor. The same goes for the GBC version with its new Quidditch mini game and extra 10 hours of gameplay.

The PSone adventure with its auto jumping and bean collecting looks a bit like the kiddy *Philosopher's Stone*, but at least you get to fly the Ford Anglia. HP on PC doesn't look like he's changed much since the last game either, but the duelling club sounds good.

Now for the next gen Potter wars. Well, with its lush looks and the bonus secret level, GameCube is winning at the moment. And with some tricky boss battles all three look like far better adventures than *The Philosospher's Stone*.



GOOD COP BAD COP

Hogwarts has never looked so good. Warner and EA have managed to recreate Potter's world perfectly.

Despite being a kids book, *Harry Potter* can be enjoyed by all ages. If only the same could be said for the games.

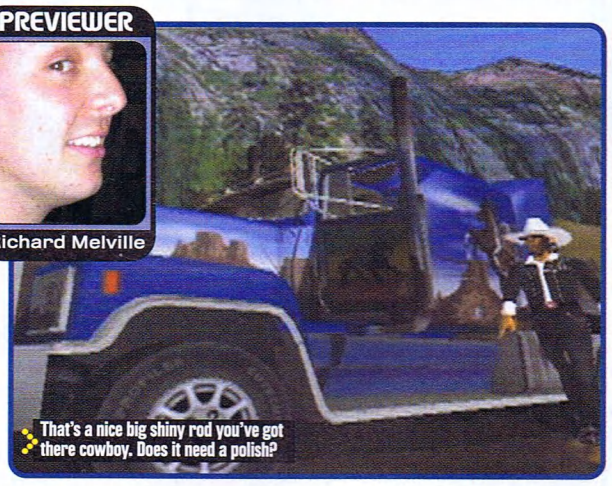
WHERE IT'S AT

Once again, *The Chamber of Secrets* will be released on the same day as the film, 15 November.

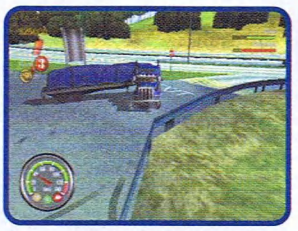
OUT: NOV | **FORMAT:** PS2 | **PRICE:** £40 | **DEVELOPER:** EUTECHNYX | **PUBLISHER:** EMPIRE | **SPECIAL FEATURES:** NONE | **OTHER FORMATS:** XBOX | **CALL:** 0208 343 7337 | **PLAYERS:** 1-2

PREVIEWER

Richard Melville



That's a nice big shiny rod you've got there cowboy. Does it need a polish?



▲ Blasting through city streets means that you've got smaller roads and more cars to deal with. Kind of intimate though.

▲ Junctions can offer short cuts but be sure to check your Sat Nav map before making a turn off or you'll be well lost.

Big Mutha Truckers

T SHOTS! ♦ NEW GAME! ♦ FIRST SHOTS! ♦ NEW GAME! ♦ FIRST SHOTS! ♦ NEW GAME! ♦ FIRST SHOTS! ♦ NEW GAME! ♦ FIRST SHOTS! ♦ NEW GAM

Truckin and tradin' with **hard edged hicks** who were **born to be wild** and make some **serious dough!**

Trucking isn't the most obvious of game genres. Sega started the craze with the simple but limited *18 Wheeler*, and *Super Trucks* tried to recreate the boring 'real' sport of racing with trucks.

Big Mutha Truckers is a tongue in cheek trip of carnage over America which gives reality the hard shoulder and offers wannabe beer bellied road hogs the chance to wreak havoc and make money at the same time. In Big Mutha mode, you get to pick a character, choose a cargo and deliver your goods to a set drop-off point. Legal goods don't command such high pay-offs as bootleg clothing and cargoes that have the police hunting you down like an axe murderer. Similarly, if your cargo has a high value, local biker gangs will attempt to smack up your truck and steal your precious goods. Even the cops aren't completely clean, so expect to meet more than one corrupt sheriff.

Softography

These guys have also made...

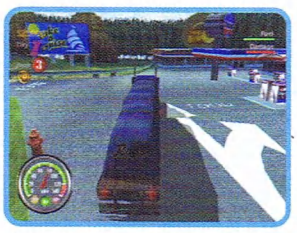
Le Mans 24hr	72%
Max Power Racing	65%
Total Drivin'	73%
International Cricket Capt...	60%
Crazy Taxi (PC)	80%
Antz Extreme Racing	N/A

GREASY SPOON

A bar and garage offers you the chance to meet with fellow road warriors and hunt for high earning jobs that can build your personal fortune. Trucking takes place over inner city streets and, as you travel from state to state, winding freeways loaded with angry commuters. The more cars you manage to accidentally crush, the higher your damage will be until your journey ends in a blaze of glory. Multiple routes mean you can take longer backroads to avoid traffic, cops and bikers. But this wastes valuable time and if you miss the drop off, it's all over. For PS2 owners who long to rocket down the M5 while breaking the law and heading to the odd greasy spoon en route, *Big Mutha Truckers* is ideal.

...multiple routes mean you can take longer back roads to avoid traffic...

▲ Nothing annoys the cops more than crushing one of their donut brothers.



▲ If you've taken a wrong turn, petrol stations are great for three point turns.

Nasty Trucker

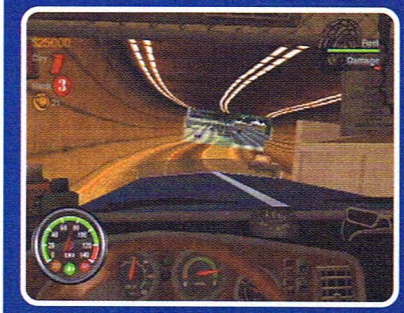
It's highly unlikely that you reach a drop off point without gaining a few damage points. I mean, how are you going to have fun without slamming into barriers or nudging passing vehicles. *Big Mutha Truckers* makes it genuinely fun to attempt ridiculous acts of 18 wheel wrecking. Smart!

▲ The in cab view isn't very practical as you can't see what's directly in front of your truck in traffic.

▲ The lunatic hick tried to recreate his childhood bike riding tricks.

Sitting On Top Of The World

For the authentic trucker experience, an in cab view can be selected, making the road seem a very distant place. The third person view is best for making sure you don't run over innocent motorists or, even worse, sneaky cop patrol cars. If you do accidentally manage to flatten one of the Rozzers (accidentally, ha!), they'll be on your case for the rest of the game, so err on the side of caution however much the temptation to squish one of the little beggars.



▲ The inner cities mean that *GTA 3* style pile-ups can occur – but keep an eye on your damage meter.

▲ The truckers were so hard they though smoking fags and driving was cool. Stupid Mutha Truckers!

▲ Get into trouble and the shades and sun screen will fly across your dashboard.

GOOD COP BAD COP

Expands the truck genre with added trading, cop evasion and multiple routes on each freeway.

The humour could wear thin – and there's only so many jokes you can make about redneck hicks.

WHERE IT'S AT

Big Mutha Truckers is 70% complete and it's scheduled to roll into the country in big trucks in November.

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LITTLE LESS CONVERSATION - *Elvis vs JXL*	111957	LONG AND WINDING ROAD - *Gareth & Will*	112028
THE LOGICAL SONG - *Scooter*	111965	THE TIDE IS HIGH - *Atomic Kitten*	112029
HOT IN HERE - *Nelly*	111977	TOO BAD - *Nickleback*	112030
SHOOTING STAR - *Flip N Fill*	111987	SEXIEST MAN IN JAMAICA - *Mint Royale*	112032
JAMES DEAN - *Daniel Bedingfield*	112008	IN AND OUT - *3rd Edge*	112033
COLOUR BLIND - *Darius*	112010	CROSSROADS - *Blazin' Squad*	112034
LOVE DA SUNSHINE - *Intenso Project*	112015	CHEEKY - *Boniface*	112038
LIKE A PRAYER - *Madhouse*	112016	FASCINATED - *Raven Maize*	112041
SAFE FROM HARM - *Narcotic Thrust*	112017	GIRL ALL THE BAD GUYS.. - *Bowling 4 Soup*	112042
ROUND ROUND - *Sugababes*	112018	JOY AND PAIN - *Angelle*	112044
OH BOY - *Camron & Juelz Santana*	112020	JUST THE WAY YOU ARE - *Milky*	112045
IN MY PLACE - *Coldplay*	112021	STARRY EYED SURPRISE - *Paul Oakenfold*	112048
FOREVER - *Dee Dee*	112022	NESSAJA - *Scooter*	112050
ALONE - *Lasgo*	112023	CAN I GET A - *Pluto*	112051
GOT TO HAVE YOUR LOVE - *Liberty X*	112024	TIME OF MY LIFE - *Toploader*	112053
ROMEO DUNN - *Romeo*	112025	MISTI BLU - *Amillionsons*	112054
DY-NA-ME-TEE - *Miss Dynamite*	112026	ADDICTIVE TRUTH HURTS - *feat. Rakim*	112061

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- Racing car speeding away from grid. GO GO GO! 180004
- Gopher emerges, looks around. 180019
- Sexy Wink 180033
- Graphic Equalizer 180026
- Drinking Man raising Glass 180016
- Union Jack in wind. 180002

COMPATIBILITY: 'Animated Screen Savers' are compatible with WAP Enabled Nokia 3330, 5210, 5510.

Pictures

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141244 · 141205 · 141604 · 141245
141055 · 141658 · 141160 · 141668
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141097 · 141241 · 141038 · 141267
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PICTURE MESSAGE COMPATIBILITY - NOKIA: 3210, 3310, 3330, 3410, 5210, 5510, 6210, 6250, 6310, 6210, 8850, AND 9110i. NOKIA 3310, 3330, 5510 CAN USE PICTURES AS SCREEN SAVERS. ERICSSON: T20E, R520M

Logos

LOGO COMPATIBILITY - NOKIA: 402, 702, 3210, 3310, 3330, 3410, 3510, 5110, 5130, 5146, 5210, 5510, 6110, 6130, 6150, 6210, 6250, 6310, 7110, 6610, 6210, 8310, 6610, 8850, 8890, AND 9110i ERICSSON: T20E, R520M

BECKS 131262	I FEAR NO BEER! 131617	Nistelrooy 131353	NoFEAR 131107	LIVERPOOL 131223	LINKIN PARK 131582	I am having an out of money experience 131698	TOP SECRET 131700
Naughty But Nice 131635	TOODAMNFAST 131666	Chaos, Panic & Disorder MY WORK HERE'S DONE!! 131693	STUD @ WORK 131710	"PLAY FOREVER" WORK WHENEVER 131665	AllGAAll 131450	CHILLIN'OUT 131182	OH, SHUT UP! 131664
HAPPY AS A PIG IN... 131691	UNITED 131210	EMINEM 131396	Ireland 131596	English And Proud 131682	Scotland 131576	Cymru 131536	BREAK GLASS PRESS HERE 131141
TOUCH MY PHONE SLAPPA YOUR FACE 131688	GRAN TURISMO 131483	131692	Mario 131482	Sonic 131478	NO-ANGEL 131147	same stuff different day 131588	porn 131111

POP

CANT GET U OUT MY- *Kylie*	111388
KISS KISS - *Holly Valance*	111898
WHENEVA WEREVA *Shakira*	111661
JUST A LITTLE - *Liberty X*	111935
HEY BABY - *DJ Otzi*	111446
EVERGREEN - *Will Young*	111659
UNCHAINED MEL. - *Gareth G.*	111684
HERO - *Enrique Inglesias*	111642
CUNTRYRD - *Herme H'se Band*	111571
MURDER ON THE *S'E.Bextor*	111594
ANY 1 OF US - *Gareth G.*	111988
SOMETHIN STU.. *R. Williams*	111556
WORLD OF R OWN - *Westlife*	111654
PARTY STARTED - *Pink*	111640
FLY BY - *Blue*	111664
ESCAPE - *Enrique Inglesias*	111927
DANCIN'MOON.. - *Toploader*	111306
ITS IN YOUR EYES - *Kylie*	111639
IF 2MOROW NEVER ..- *Ronan*	111923
QUEEN OF MY.. - *Westlife*	111518
FREAK LIKE ME *Sugababes*	111896
SEX BOMB - *Tom Jones*	111180
GIRLFRIEND - *NSYNC*	111933
FOOLISH - *Ashanti*	111921
ETERNAL FLAME - *A Kitten*	111256
DONT LET ME GET ME - *Pink*	111930
BOP BOP BABY - *Westlife*	111941
ITS RAINING MEN - *Geri*	111117
FOLA DA LEADA *Nigel n'Marv*	111943
IF YOU COME BACK - *Blue*	111539
ROCK DJ - *Robbie Williams*	111160
HAVE YOU EVER - *S Club 7*	111543
ITS OK - *Atomic Kitten*	111938
DO WAH DIDDY - *DJ Otzi*	111564
OVERPROTECTED - *Britney*	111630
LOVE AT 1ST SIGHT - *Kylie*	111955
WHOLE AGAIN - *A Kitten*	111183
1 STEP CLOSE *A ClubJuniors*	111924
MAMBO 5 - *Bob da Builder*	111389
LADY MARMA..- *C. Aguilera*	111123
WHAT IF - *Kate Winslett*	111565
BOHEMIAN LIKE- *D.Warhols*	111513

UK GARAGE

21 SECONDS - *So Solid*	111341
HATERS - *So Solid*	111574
RIDE WIT US - *So Solid*	111667
THEY DONT NO - *So Solid*	111519
OI - *More Fire Crew*	111692
1 NIGHT STAND - *Mis-teeq*	111498
HEARTLESS - *Heartless*	111942
DO U REALY LIKE *Pied Pipa*	111189
8 WITH ME - *Mis-teeq*	111649
CH'PAGNE DANCE - *E As U Go*	111894

80'S

1 STEP BEYOND - *Madness*	111278
COME ON EILEEN - *Dexys*	111112
TAKE ON ME - *A-HA*	111130
SUMMER LOVIN - *Grease*	111159
LOVE SHACK - *B 52's*	111475
ITS NOT UNUSUAL *T. Jones*	111179
WHITE WEDDING - *Billy Idol*	111167
TAKE MY BREATH - *Berlin*	111208
RED RED WINE - *UB40*	111248

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SIMPLY THE BEST *TinaTurner*	111406
WALK LIKE AN.. - *Bangles*	111397
IN THE AIR 2NIGHT- *P.Collins*	111404
JUST CALL'D 2SAY *S.Wonder*	111431
POWER OF LUV - *Frankie*	111402

THEMES

MISSION IMPOSSIBLE	111121
ONLY FOOLS & HORSES	111369
GOOD, BAD & THE UGLY	111181
SCOOBY DOO	111142
ROCKY	111141
MUPPETS	111134
AXEL F *Beverley Hills Cop*	111601
JAMES BOND	111119
STAR WARS *Main Theme*	111125
THE A TEAM	111115
WINNIE THE POOH	111613
BIG BROTHER	111342
FORMULA ONE	111610
MATCH OF THE DAY	111126
BENNY HILL	111139
633 SQUADRON	111608
INDIANA JONES	111466
KNIGHT RIDER	111127
RAINBOW	111562
FRIENDS	111152
HARRY POTTER	111548
SEX AND THE CITY	111673
SPIDERMAN	111645
HAWAII 5-0	111604
RED DWARF	111611
FLINTSTONES	111465
PINK PANTHER	111133
STAR WARS *Cantina Theme*	111124
LOONEY TUNES	111151
INSPECTOR GADGET	111251
SOUTH PARK	111144
THE X MEN	111150

DISCO

DANCING QUEEN - *ABBA*	111111
KUNG FU FI'TING *C.Douglas*	111419
I WILL SURVIVE - *G.Gaynor*	111382
LITTLE L - *Jamiroquai*	111375
YMCA - *Village People*	111435
STAYIN ALIVE - *Bee Gees*	111415

DANCE

BLOW YA WHISTLE *Alligator*	111567
GET THREW DIS *D.Bedi'field*	111545
SHOOTING STAR - *Bang*	111588
RESURRECTION - *PPK*	111550
CASTLES IN THE SKY / *V Dahl*	111270
SET YOU FREE - *N Trance*	111445
ON THE MOVE - *Barthezz*	111447
SANDSTORM - *Darude*	111290
ADDICTED 2 BASS - *Puretone*	111636
SOMETHING - *Lasgo*	111682
FIRE WIRE - *Cosmic Gate*	111284
CAFÉ DEL MAR - *Energy 52*	111386
WILL I - *Ian Van Dahl*	111547
REASON - *Ian Van Dahl*	111926
TRUE LUV NEVER - *Flip & Fill*	111655
FOR AN ANGEL- *Paul Van Dyk*	111363
STARLIGHT - *Supermen Lovers*	111387
HEART OF GOLD - *Bang*	111753

RINGTONE COMPATIBILITY - NOKIA: 3210, 3310, 3330, 5110, 5130, 5210, 5510, 6110, 6130, 6150, 6210, 6250, 6310, 6210, 8850, 8890, AND 9110i. ERICSSON: T20E, R520M

Polyphonic Ringtones

COMPATIBILITY: Polyphonic Ringtones - WAP Enabled Nokia 3510 & 7210. NOT AVAILABLE ON O2 / CELLNET

WITHOUT ME - *Eminiem*	121113	JAMES BOND - *Theme*	121111
STILL DRE - *Dr Dre/ Eminem*	121114	BATMAN - *Theme*	121112
STAN - *Eminem*	121116	MISSION IMPOSSIB. - *Theme*	121115
BAD INTENTION - *Dr Dre/Emi..*	121132	STAR WARS - *Theme*	121128
CASTLES IN' SKY - *Ian V.Dahl*	121117	MUPPET SHOW - *Theme*	121130
HEY BABY - *DJ Otzi*	121118	MEN IN BLACK - *Theme*	121139
'CAUSE I GOT HIGH - *Afroman*	121129	PULP FICTION - *Theme*	121143
LIVIN IT UP - *Ja Rule*	121133	SCOOBY DOO - *Theme*	121144

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Real Slim Shady
Stan
Purple Hills - *D12*

MOVIE PACK - 119923
Harry Potter
Top Gun
Spiderman

KYLIE - 119918
Can't Get You Outa My Head
It's In UR Eyes
On A Nite Like This

DANCE - 119906
Resurrection - *PPK*
On The Move - *Barthezz*
The Launch - *DJ Jean*

WESTLIFE - 119910
Uptown Girl
Without Wings
If I Let You Go

STONE ROSES - 119917
Fools Gold
I Wanna Be Adored
Waterfall

ROCK - 119909
Sweet Child o'Mine - *Guns'nRoses*
InThe End - *Linkin Park*
EnterSandman - *Metallica*

PARTY - 119908
Doo Wah Diddy - *DJ Otzi*
Saturday Nite - *Whigfield*
Y.M.C.A. - *Village People*

FOOTBALL - 119919
The Great Escape
We are the champions
Eat My Goal

HITS 2001 - 119921
Hey Baby - DJ Otzi
Because I Got High - *Afroman*
Castles In The Sky - *Ian V. Dahl*

SO SOLID - 119911
21 Seconds
They Don't Know
Haterz

COMEDY - 119916
Only Fools and Horses
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BAD FUR DAY	SPIDERMAN 2
LUIGI'S MANSION	SMACKDOWN 3
WAVE RACE: BLUE STORM	POKEMON CRYSTAL
SONIC 2	MARIO KART
STAR WARS: ROGUE LEADER	CHAMPIONSHIP MANAGER

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OUT: NOV | FORMAT: PS2 | PRICE: £40 | DEVELOPER: TEAM SOHO | PUBLISHER: SONY | SPECIAL FEATURES: NONE | OTHER FORMATS: NONE | CALL: 0207 859 5000 | PLAYERS: 1

PREVIEWER

Alex Cooke

Just look at the detail on the packaging all stacked up there. It impressed us more than the fight!

The Getaway

TEST SHOTS! • UPDATE! • LATEST SHOTS! • UPDATE! • LATEST SHOTS! • UPDATE! • LATEST SHOTS! • UPDATE! • LATEST SHOTS! • UPDATE!

Still got love for the streets, **still not loving Police,** this gangster car jacker is still **stalled in Soho...**

Still as hard to pin down as a nutter with a nailgun, *The Getaway* squirms and wriggles like a guilty man in the dock. But after more hold ups than Ronnie Biggs, it finally looks like this criminal chaser has done its time in Soho and after three years it is now looking forward to that release date.

The latest scenes to sneak out of Sony have revealed yet more London locations, enourmously detailed interiors and some fantastically violent gun battles. In the middle of 40 square kilometres of the capital, we have also now seen a gun battle in an art gallery, a warehouse, whorehouse and yet more rough and tumble in a restaurant. And these beautifully rendered rooms are just a handfull of the 20 buildings that can be explored.

Softography

These guys have also made...

This is Football	83%
Porsche Challenge	62%
Total NBA	78%
Total NBA '97	84%
Rapid Racer	71%
Spice Girls	36%

SOHO SQUARED

More importantly it looks like Team Soho are set to deliver on those *Max Payne*-style gun battles with a mixture of hand to hand combat, fun with firearms and a little bit of sneaking mixed in with the slaughter. At the moment it is hard to tell how these scenes fit into Mark Hammond's 12 missions, but it does look like this bank robber isn't afraid of taking out a few rozzers if it helps him avoid the law.

▲ 22 other characters including cops and crims have been included here.

▲ The Griffith is just one of 50 cars that also include the Alfa 156 and many more.

...this bank robber isn't afraid of taking out a few rozzers...

With still 12 more missions from Frank Carter of the Flying Squad yet to be revealed and not even the upcoming *GTA: Vice City* promising the chance to blow the doors off buildings to catch a crook or avoid the rozzers, *The Getaway* could still prove to be a totallly awesome gaming experience.

White Van Riot

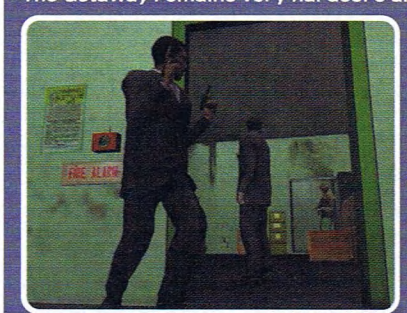
After all those flash shots of sexy Audi TTs tearing it up around London it comes as a bit of a shock to see on the new street scenes that one of the 50 licenced vehicles is the kind of little van that plumbers use. Okay it's realistic but who is going to make a Getaway in a Suzuki Carry?

▲ It's a Bushell wagon! Altogether now 'I wouldn't say it if it wasn't true'.

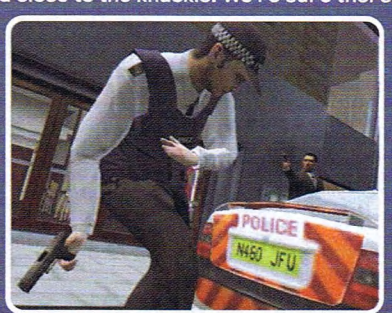
▲ Pedestrians seem to have been added since the last time we got a look at these mean streets.

Capital Crimes

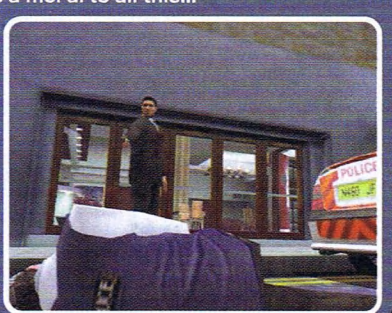
Just in case *GTA 3* was hogging all the attention from those bastions of moral outrage at *The Daily Mail*, *The Getaway* manages to match that level of filth not with hookers and Mafia hits, but with realism and just a little bit of sadism. Even Ice-T would be proud of this Cop Killer. While *GTA* is a bit 'knockabout' and *True Crime* is on the side of the good guys, *The Getaway* remains very hardcore and close to the knuckle. We're sure there's a moral to all this...



▲ *GTA3* has a bit of a cartoony edge but this remains very realistic and gritty. It's a man's game.



▲ Even the cop's bullet-proof jacket can't seem to stop your two man crime wave. Not exactly *The Bill* is it?



▲ Why do we get the feeling that this game might be set for a Mature rating when it finally appears?

GOOD COP BAD COP

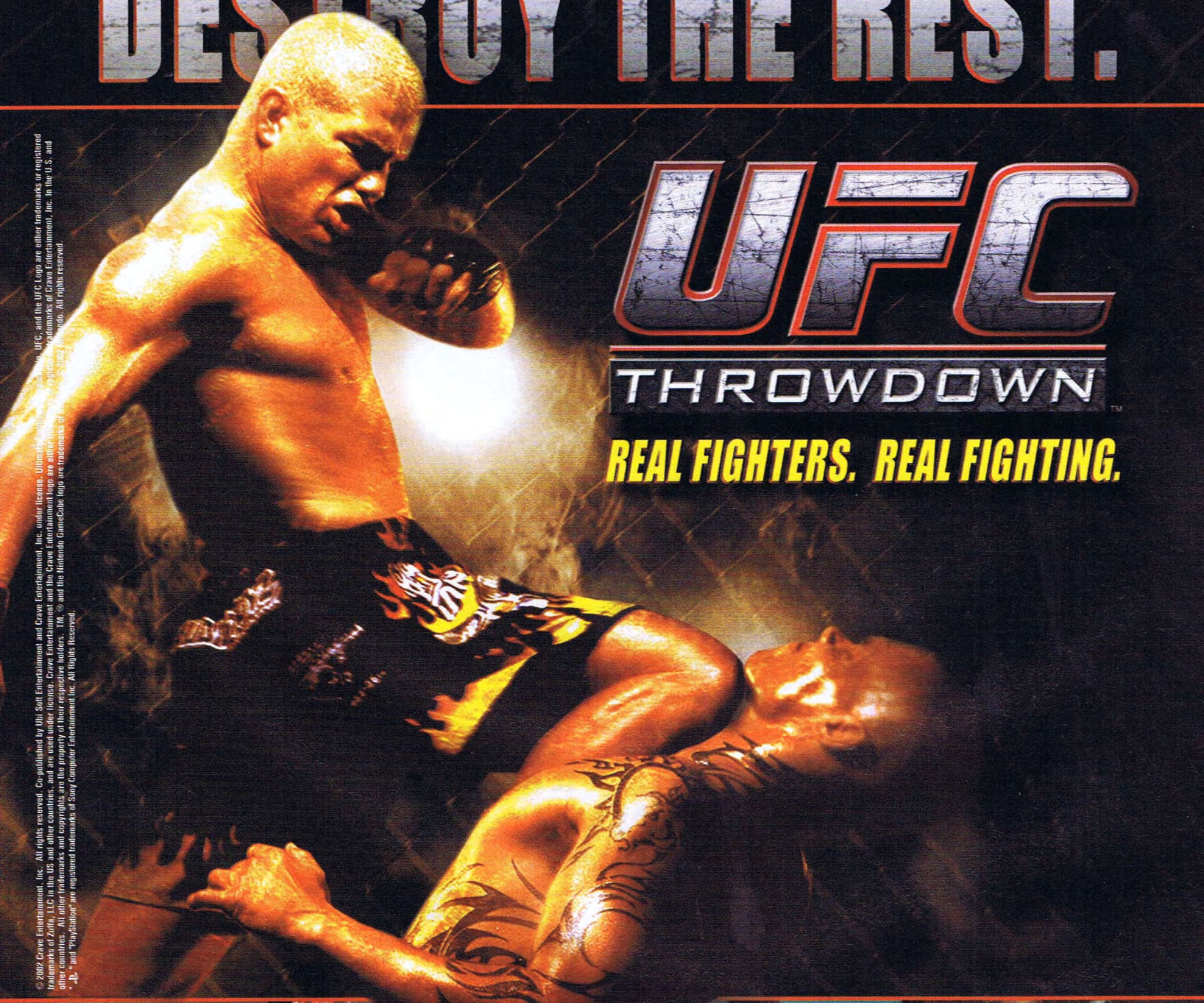
24 missions and a 40 kilometre patch to explore including interiors makes your mouth water more than fruit pastels.

Can mobster realism ever compete with the gun-toating, Yardie toasting mayhem of *GTA*?

WHERE IT'S AT

After three years underwraps in Soho, the release date is now set for some time in November. Probably...

BUILD THE BEST. DESTROY THE REST.



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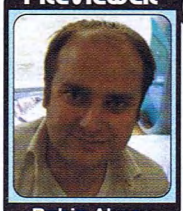
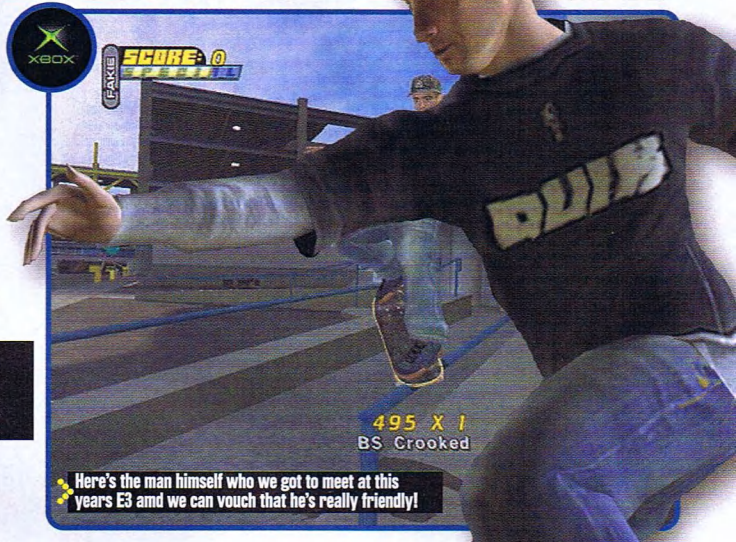
OUT: NOV | FORMAT: PS2 | PRICE: £35 | DEVELOPER: NEVERSOFT | PUBLISHER: ACTIVISION | SPECIAL FEATURES: ONLINE | OTHER FORMATS: MULTI | CALL: 01753 756 100 | PLAYERS: 1-2

PREVIEWER



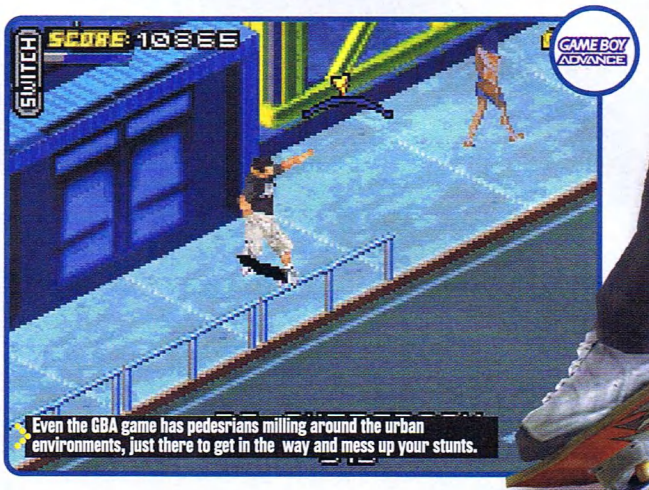
Robin Alway

Tony Hawk's Pro Skater 4



Here's the man himself who we got to meet at this years E3 amd we can vouch that he's really friendly!

There's a slightly different look to the onscreen furniture.



Even the GBA game has pedesrians milling around the urban environments, just there to get in the way and mess up your stuns.

ST SHOTS! • UPDATE! • LATEST SHOTS! • UPDATE! • LATEST SHOTS! • UPDATE! • LATEST SHOTS! • UPDATE!

Burnquist
Considered by many to be one of the most innovative skaters today, and new to *Tony*, Burnquist has participated in the sport since 1987 and began his professional career in 1989 in Brazil. Bloke!

Just like the **taste of boiled egg** if you eat it too fast **it comes back...**

Is it four already!? Doesn't time fly! Anyway, skateboarding. It's good isn't it - especially for Activision who continue to smother every console with their all-conquering extreme sport saga while reaping the rich benefits.

After *Tony 3* gave us better graphics and bigger levels, Neversoft's new challenge is to take the game to another level. To infinity and behind, so to speak. They haven't peppered the game with new moves but altered the structure of the Career mode which has always been the backbone of the Tony games. This time everyone starts off as an amateur boarder blessed with ordinary talents.

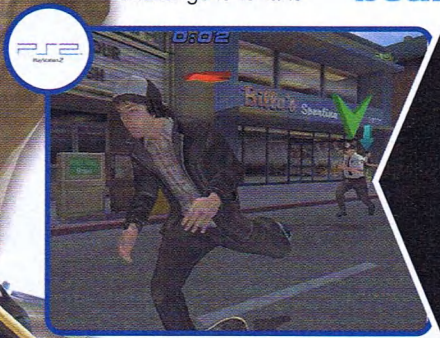
...now the objectives become unique for each superstar boarder...

HARD BOARDER

By completing the tasks meted out by in-level characters, players will be rewarded with further levels and skill points. Build up the points and fulfil the objectives and you'll finally force your way into the wonderfully tricky world of the pro skater. Not only does the difficulty level increase but now the objectives become unique for each superstar boarder, using their career defining moments as inspiration.

Neversoft have got rid of the two minute time limit which encourages gamers to snoop around the levels looking for treats - the tastiest being the tennis and basketball mini-games. Also the leisurely feel to the play gives a pleasant, open-ended, almost RPGy feel.

We'll have a more in-depth play test shortly and more details of *Tony 4*'s on-line capabilities, so hang five dudes...or whatever.



Skateboarding heroes – Tiny Little Pieces Of Fun

The big change to the game concerns the objectives. Rather than completing a list of tasks in a linear fashion, this time you must find one of the level characters who will give you a task. But this won't be just high scores and stunts as this time you have to race against in-line skaters or complete certain tricks within a time limit in order to open up other parts of the game and collect skill points to improve your stats.

Factpack
The stuff you need to know...

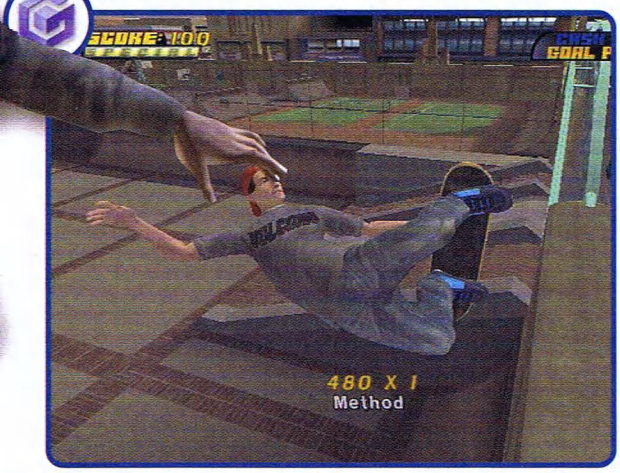
Levels Played	2
New Stunts	2
Sport Mini Games	3
Pedestrians	Too Many

Softography
These guys have also made...

MDK	78%
Apocalypse	68%
Spider-Man	79%
Tony Hawk's 3	94%
Tony Hawk's 2	91%
Tony Hawk's Pro Skater	90%

The Tweak Will Inherit The Earth

None of the new moves have the impact that Revert has on number three. The main difference is the Spine Transfer which allows you to level off in the air.



▲ Grinding will be as important as ever to build big scores between the vert

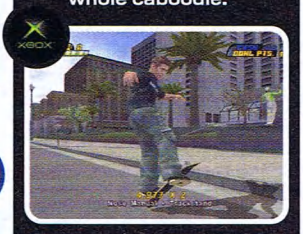
▲ The manuals are back as well which you must master to have any chance of high scores

▲ In order to move onto the really big combos you must collect skill points.

◀ With had a school and now Tony has graduated to a college campus cluttered with loads of walkways and disabled access.

Footsie!

The new *Tony* continues the good work the third game did for freestyle moves. With no time limits to hurry you along it will pay to use as big a variety of moves to get the big points – so don't over look the flatland tricks and make sure you explore the whole caboodle.

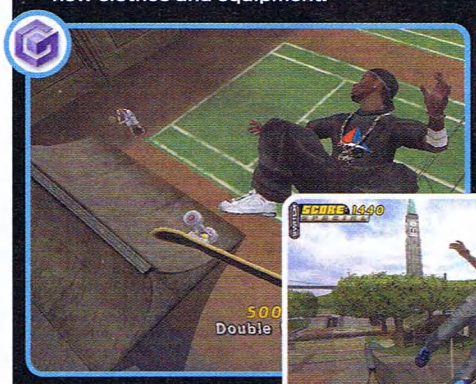


▲ You need a boarder with big balance stats to remain upright.

▲ As soon as you slip into these flatland tricks you can chain them all together.

Sport For All

One of the best new features are the mini-games as Tony gets to show off his tennis and basketball skills. Prove that you've got the ball skills and earn money to spend on new clothes and equipment.

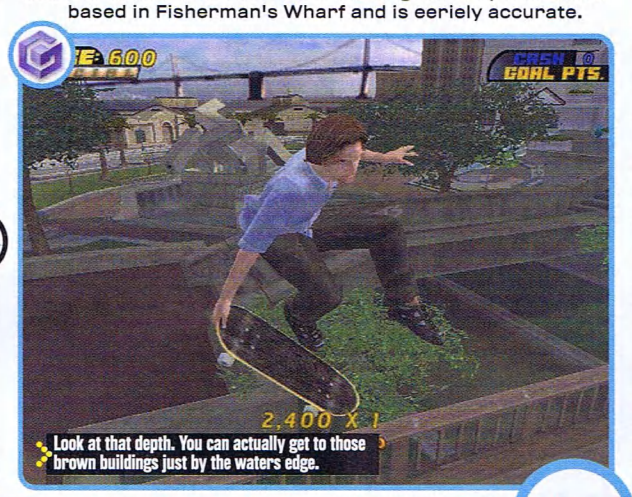


◀ Finally we will know the answer to the question "are skateboarders any good at tennis?"

▶ So far we haven't seen any movign footage of the b-ball but don't expect NBA Hoopz.

Cisco Inferno!

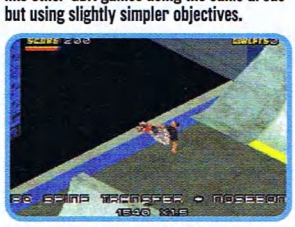
San Francisco makes a welcome return. Rather than the inner area that was covered in the original *Tony* this one is based in Fisherman's Wharf and is eerily accurate.



Look at that depth. You can actually get to those brown buildings just by the waters edge.

Tony Hawk's Pro Skater 4: GBA

▲ Number 4 will work pretty much work like other GBA games using the same areas but using slightly simpler objectives.



▲ You can't really call that 'big air'. Looks more like 'mini handheld air' to us.

The tiny *Tony* hand-held games have been hugely successful on the GBA so there's no surprises that it's getting a piece of number *4*.

Developed by Vicarious Vision it uses an enhanced version of the usual isometric view which hopefully should make it easier to judge those angles. It will use the console game as the basis for the challenges but many of the career objectives will be designed specifically for the hand-held version. Good news for those with link up cables and friends as it will support four player multi-player challenges.

▲ The *Tony Hawk's* games have always been among the most impressive looking on the GBA, if only the isometric view could perform in a slightly more convincing fashion.

First Impressions

Skate Tough Or Die, Pilgrim!

The two levels we got to meddle with were a college campus set up and superb San Francisco. And they are biggedy big! So huge in fact that they make the Los Angeles level from the last game look like your back yard. The neat thing is that now without the time limit you can explore every alley and crevice at your own leisure, taking that slacker approach that sits so snugly with skateboarding. There's loads of hidden rails and areas to bounce off and you can actually alter the layout of the area by removing ramps and obstacles once they've served their purpose.

As for the challenges, they're much less obvious than before. For instance on the college level you grab on to the bumper of a professor's car and skitch a circuit of the carpark. It's just so Michael J Fox! You can even use this new skill to boost your speed when attempting a giant big leap.

It's all very tight and tidy stuff that will impress but this is *Tony*'s fourth outing and it should be interesting to see if Neversoft have found the right combination to sustain the massive success that the earlier versions established.

GOOD COP BAD COP

Really attempts to take the game forward rather than just offering the usual sequel updates.

Has to make the most of the online capability to take the franchise past just being some bloke on a wheeled plank.

WHERE IT'S AT

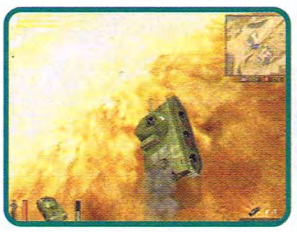
It's up for a winter release so expect more hands-on reports before we finally get to the review.

OUT: OCT | FORMAT: PC | PRICE: £35 | DEVELOPER: DIGITAL ILLUSIONS | PUBLISHER: ACTIVISION | SPECIAL FEATURES: NONE | OTHER FORMATS: NONE | CALL: 01932 450 000 | PLAYERS: 1-64

PREVIEWER

Jim McCaulay

Don't go rushing into combat with a sniper rifle. Hide somewhere safe and pick'em off.



If you're a bit rubbish, be sure to stick close to a medic. He'll sort you out. Lost your leg sir? I'll get a bandage.

"This is no time for Tommy Cooper impressions, soldier! Don't you know there's a war on?"

Battlefield 1942

T SHOTS! ♦ NEW GAME! ♦ FIRST SHOTS! ♦ NEW GAME! ♦ FIRST SHOTS! ♦ NEW GAME! ♦ FIRST SHOTS! ♦ NEW GAME! ♦ FIRST SHOTS! ♦ NEW GAM

Forget your **laser sights** and guided rockets, your fancy dan modern lark. This is a **proper war**, and we're all invited...

It's turning into quite a year for *Counter-Strike* clones. Er, that is, *multiplayer-focused first-person action games.* Despite the fact that everyone who wants to shoot their mates in an online stylee is happily engrossed with *Counter-Strike*, those crazy publishers keep on bringing out their own versions. And so...*Battlefield 1942*.

Ooh, crikey! It's a *multiplayer-focused first-person action game*! Except this one's set in World War 2. The action's split across the four main combat zones, with 16 enormous maps bringing famous battles back to life. Obviously it's the Allies versus the Axis, and as you'd expect it features a whole range of realistic weaponry.

Softography

These guys have also made...

Rallisport Challenge	82%
Pryzm	71%
Shrek	47%
Motorhead 2	79%
Pinball Dreams	N/A
Matchbox Emergency	63%

SHELL SHOCK

No, wait! Before you file this one as 'yet another bloody *Counter-Strike* clone' and turn the page, how about this? Vehicles! And not just tanks. In an *Operation Flashpointy* twist, *Battlefield 1942* gives you 35 vehicles to control, including fighter planes, battleships and (yes) tanks, giving it plenty of possibilities for land, sea and air battles. And if you'd rather eat your own eyes than go online to get your gaming kicks, it thoughtfully includes a couple of single-player modes; a quick battle game and a more involved campaign mode

Sticking Claymore mines onto enemy tanks. An interestingly suiicidal strategy.

You can keep yer BFGs. This, we think, is a *really* Big ("*Flipping*" -Ed) Gun.

...*Counter-Strike* meets *Flashpoint* by way of *Medal of Honor*? Probably...

that, say EA, relies on proper AI rather than scripted sequences so that it's different every time you play. Interesting words. We're mad to see if it works.

Counter-Strike meets *Flashpoint* by way of *Medal of Honour*? Probably. Start actually paying attention to Great-Granddad's war stories and you might find yourself at a strategic advantage when this one's finished...

Attack!

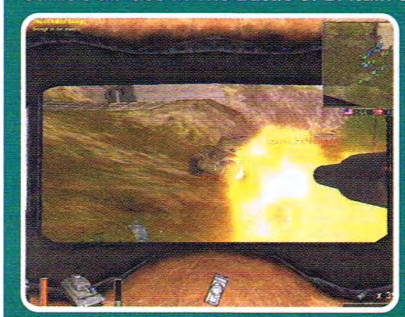
Every single online shooter has to feature an Omaha Beach-style assault. It's in the Online Games Developers Rulebook. *Battlefield 1942* goes one better and recreates yer actual Omaha Beach. You too can crawl through damp sand in a hail of bullets while your mates get shot to bits beside you. Nice.

The Germans are in position. They put their towels on the sun beds and are ready to protect their nice sea view.

But hurrah! Here come the Allies, dead-set on liberating the promenade.

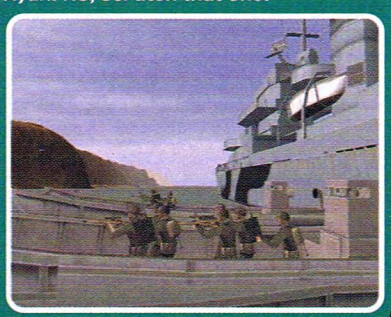
Planes, Trains and Automobiles. And Boats. But No Trains.

This ain't your average online frenzy, you know. If you get fed up with wearing out your standard issue combat boots with all that running around, help yourself to one of *Battlefield 1942*'s vehicles and become a tank commander, a gung-ho air ace or a salty sea dog. You can pretend you're Donald Sutherland's screwball tank boy in *Kelly's Heroes*, Michael Caine's air ace in *The Battle of Britain* or even, erm, Tom Hanks in *Saving Private Ryan*. No, scratch that one.



Take that, Hermann! It's like the ancient Atari classic, *Combat*. Only in 3D and a zillion times better.

You can go up-diddly-up-up. But it looks like an unplanned down-diddly-down-down is on the agenda.



There is nothing, absolutely nothing so worthwhile as simply messing about in boats. With guns.

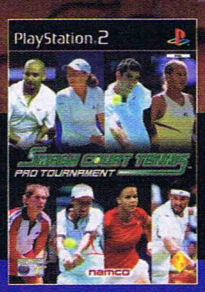
GOOD COP BAD COP

Great-looking WW2 action with the added bonus of land, sea and air vehicles. We'll have a Spitfire, please!

Does the world want yet another game trying to steal *Counter-Strike*'s crown? We think EA will find that it doesn't.

WHERE IT'S AT

So close you can smell it. There's a heady whiff of powdered eggs and cordite in the air.



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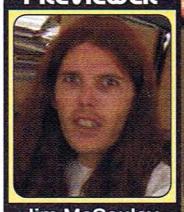
OUT: FEB 03 | **FORMAT:** GC | **PRICE:** £40 | **DEVELOPER:** NINTENDO | **PUBLISHER:** NINTENDO | **SPECIAL FEATURES:** GBA LINK-UP | **OTHER FORMATS:** NONE | **CALL:** 01992 895 930 | **PLAYERS:** 1

PREVIEWER



Jim McCauley

Eat sword, you bizarre cartoon monster! You've gotta love those anime-style bursts of light.

▲ Don't stray off the path. Oops, you already have. Oh well, at least you have a sword.

▲ Link isn't amused by the kid attempting the 'World's Longest Bogey' record.

Legend of Zelda

Factpack
The stuff you need to know...

Pixie Boys	1
Enormous Game Worlds	1
Previous Titles	9
Stuff We Don't Know	Loads

♦ UPDATE! ♦ NEW SHOTS! ♦ UPDATE! ♦ NEW SHOTS! ♦ UPDATE! ♦ NEW SHOTS! ♦ UPDATE! ♦ NEW SHOTS! ♦ UPDATE! ♦ NEW SHOTS! ♦ UPDATE!

Missing Link? You'll be glad to **welcome him back** in this evolutionary **epic...**

Who'd have thought that Link had a family? We just thought he came into being, fully-formed, in the original *Legend of Zelda*. But no, at the outset of his latest outing - still known as *Legend as Zelda*, but we're sure Ninty will give it some kind of subtitle before it finally appears - we see Link at home with his family. There's Granny Link and all the rest, but significantly we meet Link's sister, Arilla.

Softography
These guys have also made...

Pikmin	90%
Luigi's Mansion	90%
Super Mario Advance 2	95%
F-Zero X	91%
Zelda Majora's Mask	96%
Zelda Oracles	96%

CARTOON CUTS

Not for long, though, because she's swiftly grabbed by a giant bird and spirited away. Tsk. And despite being younger than we've ever seen him before - we find him aged all of 12 - it's not long before Link tools up and sets off to find her. Them's the basics and yeah, we *know* that it doesn't sound like the most inspiring start for a *Zelda* title. Have faith, though, knowing Shigsy this'll be just one part of a complex, multilayered adventure and you'll probably end up forgetting that you're actually out on a sister hunt.

...Zelda looks a lot better than the average saturday morning animation...

So, have you had time to accept *Zelda*'s new cel-shaded looks? Don't worry about acceptance, once you see this baby move you're going to absolutely love it. Don't worry about comparisons with kiddie cartoons because *Zelda* looks a lot better than the average Saturday morning animation. By keeping it simple Shigsy and co have made it possible to cram a lot more personality into the game, from Link's facial expressions onwards, and the light and shading effects are stunning.

"You talkin' to me? You *talkin'* to *me*?"

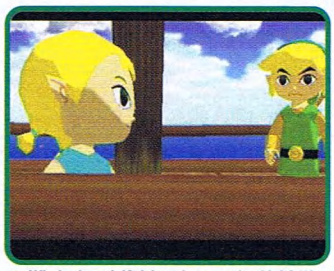
Legend of Zelda's going to be a voice-free enterprise, but don't let that trouble you. Even though the dialogue's text-based, you'll get a real feel for Link's emotion's through the splendid facial animation system. Here he is looking none too chuffed at something. Probably that someone's called him Pixie Boy for the third time this morning.

What's guarding that bridge? And does he know where the Billy Goats Gruff got to?

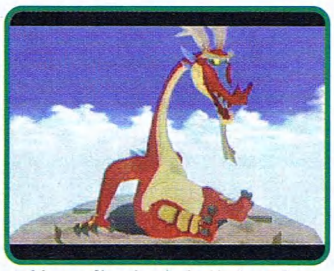
Close Encounters!

Naturally you're going to come across a host of interesting beings. Some of them will help you and the rest will try and kill you. It's tough being Link.

Hello, it's an angry pig monster. One plate of pork chops, Link style, coming right up, squire.



▲ Who's that girl? A love interest for Link? We couldn't possibly say.



▲ A hungry Gleeock waits for his dinner. Pray it won't be you. But it seems rather likely.

▲ This bird looks like he's made out of beach towels. Reserve a sunbed!

◀ As ever, the combat system is simplicity itself. You'll probably be wanting to attack here.

Dark City!

It's when you get out of the sunlight and into somewhere all shadowy that you really begin to appreciate the genius of *Zelda*'s cel animation. You think you've seen shadows in 3D games before, you ain't seen nothing yet. It's like you're living in a Disney film.

▲ How come Link's eyes glow like that? Is he some kind of freak?

▲ He doesn't look too happy about being in this dark cave, does he?

Link 182!

Guess what? We actually prefer this Link to the realistically rendered fella that Ninty showed off at Space World 2000. So let's have some more shots!

▲ He might walk softly, but at times Link carries a very big stick. Let the hittage commence!

▶ Collecting a power-up? Or is a scene from the totally made-up Zelda: The Musical?

◀ Last one down to the beach is a pointy-eared pixie-boy!

▼ Is it just us, or is Link up to something naughty?

Don't Look Down!

You'll go from grassy green pastures to deep, dank dungeons in *Legend of Zelda*. But you probably knew that anyway. It's the high ground that looks most impressive.

Get between islands on wobbly bridges, but watch out for those missing planks!

Fire And Water!

We don't know if Link is into any extreme sports; can't really see him bungee jumping, can you? But he gets into some extreme environments.

◀ Aieee! A big one-eyed lava beast! But hey; if all this molten rock gets too much...

▶ ...why not cool down with a refreshing sailing trip? And don't forget those Rupees!

First Impressions

Evolutionary, not revolutionary

Okay, so it looks like something you'd expect to fill the gaps in SM:TV between Eat My Goal and Wonkey Donkey, but once you get past *Zelda*'s new cel-shaded looks you'll find something pleasingly familiar. Shigsy might have diddled with the visuals but anyone familiar with Link's N64 excursions will have no trouble picking up his new outing.

Once you've seen Link's spinning sword attack in action, you'll be hooked. And speaking of hooks, his hookshot's there too, pumped up with some spiffy animation and a great cut-scene for when the hook finds something to hold on to.

Course, it wouldn't be *Zelda* without puzzles. Block shunting and switch-flipping both have their parts to play, and there's one great bit where you have to use fire arrows to melt a pathway through ice. However, whether this Zelda packs any signature puzzles - like the ocarina, or the time travel from *Majora's Mask* - remains to be seen. Ninty are keeping schtum on this one.

It's shaping up nicely, and looking set to be another must-have *Zelda*. But hey, Shigsy would never dream of releasing anything less.

GOOD COP BAD COP

Yay! It might look scarily different, but beneath the new looks it's the Zelda we all know and love.

Don't go expecting any radical new developments in the gameplay department, mind.

WHERE IT'S AT

All being well, it'll be with us in February. Assuming Shigsy doesn't change his mind and hold it up again.

OUT: NOW | FORMAT: GC | PRICE: £40 | DEVELOPER: ANGEL STUDIOS | PUBLISHER: ROCKSTAR | SPECIAL FEATURES: NONE | OTHER FORMATS: PS2 | CALL: 01753 854 444 | PLAYERS: 1-4

PREVIEWER

Martin Kitts

Drive to the top of that little hill and you'll probably be able to see for miles in every direction. Amazing!

Just like the PS2 versions, the cops in the GameCube edition are relentless and show absolutely no mercy.

▲ The incredibly huge landscapes even have grass on them. Except in the desert.

▲ You'll find cities and towns scattered around. Time to go exploring, smugglers!

Smuggler's Run Warzones

SHOTS! ♦ NEW GAME! ♦ FIRST SHOTS! ♦ NEW GAME! ♦ FIRST SHOTS! ♦ NEW GAME! ♦ FIRST SHOTS! ♦ NEW GAME! ♦ FIRST SHOTS! ♦ NEW GAM

Fun with contraband in the latest evolution of Rockstar's rooting-tooting law-evading racer...

Auto Smuggler

There are nine vehicles in total to choose from, with a special edition car that wasn't on the PS2 version.

▲ The ATV is one of the best vehicles to use in multiplayer games, thanks to its superb top speed.

▲ Certain vehicles have speed boosts, and those are the ones you should use for the chase and destroy missions.

▲ Law enforcement dudes will shoot your car into tiny pieces if you hang around staring at their choppers.

Weapons!

Four new weapons have been added to the original bundle from the PS2, including an acid bomb that eats away at the other cars and a cloaking device to help you escape in tense multiplayer games. That lot sounds like it would come in handy for getting a parking spot down the multiplex of a Saturday.

▲ Drop a barrel of explosive behind you and watch as it bounces down the hill and straight into the pursuing rozzers.

▲ As well as things that go bang, you can use more subtle techniques like smoke trails or vertical boosters.

Like a dodgy Columbian who heads back home across the US border a few kilos lighter, the developers hope to give *Smuggler's Run* fans an intoxicating treat with this semi-sequel/update.

Smuggler's Run: Warzones is an enhanced version of the PS2 game *Smuggler's Run 2: Hostile Territory*, with new features, new weapons, improved graphics and some extra multiplayer modes.

In case you've never seen the PS2 editions, the gameplay is a bit like *Crazy Taxi* on a massive scale.

Softography

These guys have also made...

Smuggler's Run	80%
Smuggler's Run 2	81%
Midtown Madness 2	91%
Trans World Surf	65%
Test Drive Off-Road	26%
Midnight Club 2	91%

...you can play all sorts of variations on the old fetch-and-carry...

Instead of ferrying passengers downtown, you've got to collect contraband dropped from aeroplanes and transport it miles back to your base.

IMPROVED

The landscapes are vast. If you see a hill way off towards the horizon, you can drive to it and even climb up to the top, which certainly makes it unique among driving games. On the GameCube, everything is crisper and smoother, and the scenery pop-up that was noticeable on the PS2 is now much less evident.

A wide selection of four-player modes have been included, and it's here that the game is really at its best. You can play all sorts of variations on the old fetch-and-carry theme, plus a new *Unreal Tournament*-style Domination mode, which works better than you might imagine. If battling isn't your thing, there's also a race between checkpoints scattered over the countryside.

The controls have been translated accurately to the Gamecube's pad, which is just as well given the big differences in handling between the vehicles, terrain and weather conditions. The game is released next month, when we'll be able to tell you if it really is that much better than it was on PS2. Place your bets now.

The police don't take kindly to folks who drive around in souped-up bin lorries.

GOOD COP BAD COP

Endless landscapes and a smooth frame-rate, even with four players on screen, is a lovely thing to see.

Slightly bland to look at, and not a huge amount of visual detail. Mind you, it is mostly based in the desert.

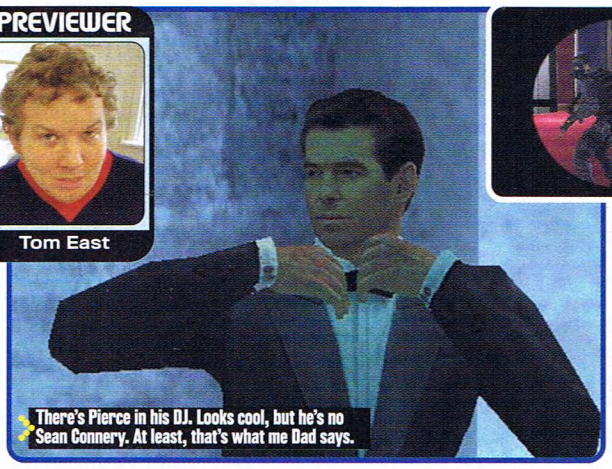
WHERE IT'S AT

The game was all but complete when we played it, and we'll have a review for you in next month's GM.

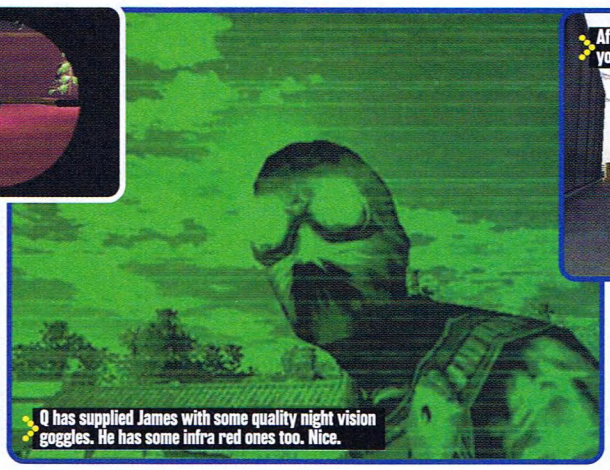
OUT: NOV | FORMAT: PS2 | PRICE: £40 | DEVELOPER: EUROCOM | PUBLISHER: EA | SPECIAL FEATURES: NONE | OTHER FORMATS: GC, XBOX, PC | CALL: 01932 450 000 | PLAYERS: 1-4

PREVIEWER

Tom East



There's Pierce in his DJ. Looks cool, but he's no Sean Connery. At least, that's what me Dad says.



Q has supplied James with some quality night vision goggles. He has some infra red ones too. Nice.

After gunning down baddies with your rifles, you can upgrade your Q-lab gadgets.

There are 10 locations, including the Austrian alps and a Space Station.

James Bond 007: Nightfire

Softography

These guys have also made...

Crash Bash	60%
Disney's Atlantis	54%
40 Winks	67%
Hydro Thunder	58%
The World is Not Enough	85%
NBA Hoopz	71%

LATEST SHOTS! • UPDATE! • LATEST SHOTS! • UPDATE! • LATEST SHOTS! • UPDATE! • LATEST SHOTS! • UPDATE! • LATEST SHOTS! • UPDATE!

He's under fire again. Only this time it's dark. Get ready for some extreme bondage – for your eyes only!

Bond Battle!

Never one to shy away from a battle, *Bond* is spreading himself across the consoles. Which one do you think looks best?

▲ The bullets are flying on PS2. This is looking like a flashy version of the N64 classic, *Goldeneye*.

▲ With its moody shadowy lighting, 007 is looking smoother on Xbox than on PS2 or GameCube.

▲ Bond uses a Q lab gadget to nail Drake's henchman on GC. This doesn't look as good as the other two so far.

Look! It's Pierce Brosnan's fingernails. Aren't they clean? Miss Moneypenny would defintely approve.

It seems a bit odd splashing out the cash on Pierce Brosnan's likeness, when for the most part all you see is 007's hand clamped to his Walther PKK. It's only when he starts to chat up the laydeez in the cutscenes that you get the full on Brosnan experience. Still, we suppose it adds to the whole Bond experience.

007 HEAVEN

EA treated us to some full-on 007 heaven and while *Nightfire* isn't based on any of the films, you'll still feel like you're playing in James Bond's greatest hits.

...You'll feel like Roger Moore playing in The Spy Who Loved Me...

Forget Brosnan for a sec. As soon as you leap in the Lotus Esprit lookalike Vanquish vehicle and drive underwater, you'll feel like Roger Moore in *The Spy Who Loved Me*. There are some classic Bond snow chase scenes too which have you sitting on the back of a snowmobile gunning down evil Rafael Drake's forces. It's Bond doing what he does best - showing off in style. And what style!

But once you get past the fancy driving bits, the shooting's not bad. From the very first minute it looks far better than *Agent Under Fire*.

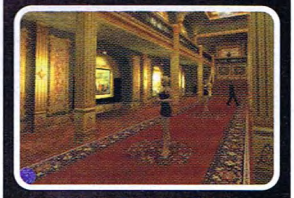
You won't be trying to open a door with Q's gadgets from the start. Instead you raid a castle. You can either hide in a delivery truck, wade in with your weapon or sneak around gunmen on balconies and shoot out flashlights. So far, so *Goldeneye*. It would be nice if EA could pilfer some of Bond's movie back catalogue, but armed with some top class shooting *and* driving, this could be the best Bond game since the N64 classic. Oh James!

Guns, gadgets and girls. *Nightfire* could be the ultimate Bond experience.

007 PC stylee

You won't get to drive underwater in the PC version of *Nightfire*. Still, there are some extra shooting and online levels that aren't on PS2, GC or Xbox. Apart from that it's got the same plot and a great mix of weapons, women and widgets.

▲ It's not often that you see Bond handling a sniper rifle, but when he does...



▲ Zoe Nightshade, the lady interest from *Agent Under Fire*, is back.

GOOD COP BAD COP

With its underwater driving and mix of stealth and full on shooting action this looks far better than *Agent Under Fire*.

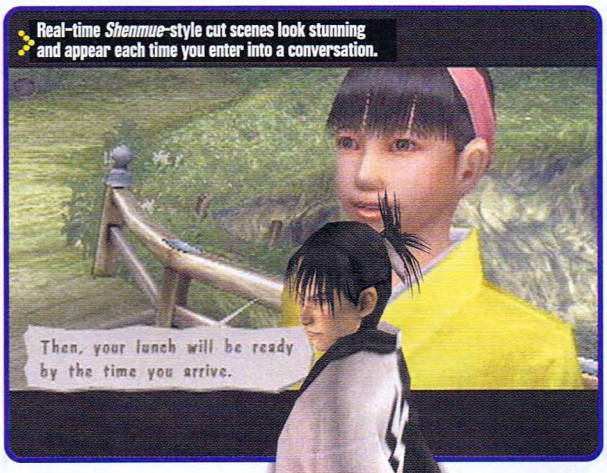
Although there are extra shooty sections in the PC version, it's a shame that there are no fun driving levels.

WHERE IT'S AT

Nightfire is released in November, around the same time as the new Bond film, *Die Another Day*.

OUT: NOV | FORMAT: PS2 | PRICE: £40 | DEVELOPER: ACQUIRE | PUBLISHER: EIDOS | SPECIAL FEATURES: NONE | OTHER FORMATS: NONE | CALL: 0208 636 3000 | PLAYERS: 1

Combat is as bloody as hell and harder enemies will spear you as you struggle to get up from a beating, watching as you squirm.



Real-time *Shenmue*-style cut scenes look stunning and appear each time you enter into a conversation.

Way Of The Samurai

Live by the sword or get **butchered by evil samurai** gangs **brawling in bars...**

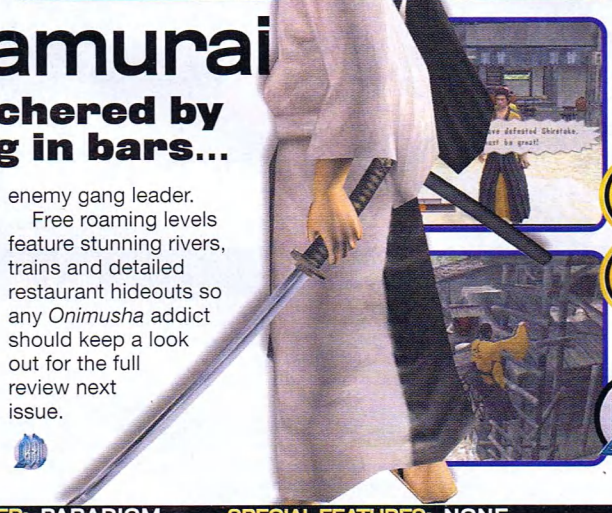
The trend for slicing samurai skin in feudal Japan was kickstarted by *Tenchu* and led to the creation of the epic *Onimusha 2*. Now Acquire are back with a scrapping adventure which stomps firmly into *Onimusha* territory.

Before beginning your quest you have to pick the look of your warrior. There are over 40 swords which can be collected from enemies and friends throughout your quest. Chairs and tables are obstacles that can cause you to stumble and, should you find yourself on the floor, you'll need to kick your way back up to stand any chance of spearing the spine of an enemy gang leader.

Free roaming levels feature stunning rivers, trains and detailed restaurant hideouts so any *Onimusha* addict should keep a look out for the full review next issue.

Pots and boxes break nasty falls but you'll still need to defend yourself.

Speech bubbles appear whenever you have a chat, but happily you can still move.



GOOD COP BAD COP

A quickfire plot, complex combat and villages full of missions make for a heck of a feudal doozie.

Doesn't look as jaw dropping as *Onimusha 2* and might be a bit tricky to pick up for those with two left thumbs.

WHERE IT'S AT

Way of The Samurai is 90% complete and will be released in November, all being well at Acquire.

REVIEWER: Richard Melville

OUT: NOW | FORMAT: PS2 | PRICE: £40 | DEVELOPER: PARADIGM | PUBLISHER: INFOGRAMES | SPECIAL FEATURES: NONE | OTHER FORMATS: XBOX | CALL: 0208 222 9700 | PLAYERS: 1

The Terminator: Dawn Of Fate

Can you have **a prequel** that takes place **43 years** after the **original**?

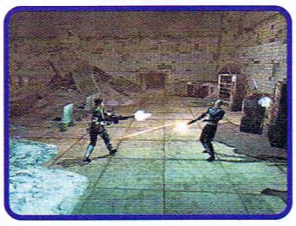
Learninator!

If you want to live then you'll have to take a crash course in combat and get a grip on all those anti-Skynet weapons.

Amazingly, your basic weapon is an electric hitting stick. Bash them robots!

It's guns that you really need. Lots and lots of guns. Use the lock-on.

If all else fails, bung explosives at them. Here the lock-on's vital.



Aieee! Temporal anomaly ahead! *Dawn of Fate* is, yes, a prequel to *The Terminator*. It takes place in 2027, 30 years after the machines took over. The film itself takes place in 1984.

Try not to worry about the causal consequences - just relish the fact that this means an all-out scrap against Skynet, as you help John Connor's human forces against T-800s and hunter-killers and try to stop an evil plan to send Arnie to kill Connor's mother. What are the odds of it all going wrong and you having to send Kyle Reese back in time too? Pretty good, seeing as you get to play as Reese.

It all happens in a survival horror stylee, but you have the option to lock onto specific targets or switch to a first-person viewpoint. Eleven huge levels await, all based on James Cameron's original vision of a machine-dominated future.

Will the machines win? If they do, does that mean the game doesn't happen? That's the trouble with time travel, y'see...

There are plenty of gun emplacements to use. Just don't get cocky and let the gun overheat.

Why are Terminators so cross? Because they're always seeing red! Arf!

GOOD COP BAD COP

Oodles of robotic slaughter in a grim, machine-dominated future. Which is always good for a chuckle.

The usual fiddly survival horror controls await, but the lock-on and first-person views help a bit.

WHERE IT'S AT

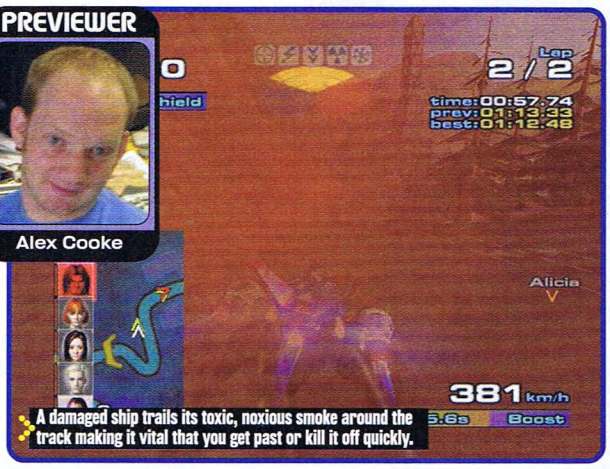
Our version looks good as finished. As long as we don't get enslaved by killer robots, the review should be soon.

REVIEWER: Jim McCauley

OUT: XMAS | **FORMAT:** XBOX | **PRICE:** £45 | **DEVELOPER:** CURLY MONSTERS | **PUBLISHER:** MICROSOFT | **SPECIAL FEATURES:** ONLINE | **OTHER FORMATS:** NONE | **CALL:** 0870 601 0100 | **PLAYERS:** 1-4

PREVIEWER

Alex Cooke



A damaged ship trails its toxic, noxious smoke around the track making it vital that you get past or kill it off quickly.

The swampy level of Kalau Wastelands is full of flashy rain effects and deep water for your pod to plunge under.

Jumps, ramps and steep leaps make the pod spend as much time flying through the air as tearing up the track.

The two tracks we have played both have plenty of twists but not too many really dramatic corners or loops.

Quantum Redshift

LATEST SHOTS! • UPDATE! • LATEST SHOTS! • UPDATE! • LATEST SHOTS! • UPDATE! • LATEST SHOTS! • UPDATE! • LATEST SHOTS! • UPDATE!

Will Bill's baby be the one to finally produce a **sled shredding**, track twisting ***Wipeout*** **worrier?**

The music stopped, whistles went unblown and both glowsticks and jaws hit the floor. Even those stupid white gloves and face-masks came off when *Wipeout* hit the clubs.

Thrust onto the shelves and the dancefloor in the early Nineties, Sony's cool-soundtracked, sled speedster wowed the crowds and helped the grey console make the leap from hardcore machine to a must have bit of kit for ravers and gamers alike. Which explains why Bill's boys have photocopied the five time futuristic funster for their polygon pushing power house.

Softography

These guys have also made...

MechCommander	80%
MechCommander Gold	81%
Crimson Skies	83%
MechCommander 2	80%
Amped Snowboarding	80%
Slam Tennis	37%

CARBON DATED

The racing pod doesn't handle in quite the slippery sled storm way as Sony's original, instead gravity plays a part as you fight the airbrakes to stay on course. But that doesn't mean you can't go off-road as plenty of dead end routes and open areas let you discover hidden points power-ups and snaffle bonus weapons in some of the nastiest, fastest, closest racing around.

So what if it might have less original content than the Sing-A-Long With Will Young song book? *Quantum Redshift* takes the standard rocket racer and puts a brick on the particle accelerator. Okay, so things start out slowly as you climb through the five difficulty levels but once you reach the top *Redshift* class the world whips past at sphincter-splitting speed complete with five other rivals and enormous explosions from the collectable weapons. But this thunder bolt of raw power isn't enough to trouble the Xbox, not even with all the complex rain and water effects going on around you. In fact, *Redshift* offers better bangs, bigger blasts and plenty of perfect particles physics throughout all of the nine huge circuits.

...gravity plays a part as you fight the airbrakes to stay on course...

Rival Fools

Mixed in with the sled shooting is a Story mode that lets you take a pilot through the league, making friends and enemies among your sixteen rivals. You can even make an arch nemesis, a foe who will attack you with every weapon and power-up that they can find on the track.

Your rival is always targeted by your radar so you know exactly where they are once you get tooled up.

Any kill is always worth points towards your racing total but wiping out your nemesis is always worth it.

Death Race 2002!

Like every other futuristic sport since *Rollerball*, these races that can be fatal. You can't buy extra upgrades to add to your pod but you can collect bonuses from all around the courses. The yellow ones power your shield which you can chuck out whenever the warning alarms go off, while the other two give you the chance to turn the tables on your enemies.

Each ship is equipped with a shield and two weapon stations.

The plasma cannons keep firing once you hit the button.

We haven't seen anything as original as the Quake weapon yet but the power of the rockets certainly looks good.

GOOD COP BAD COP

A seriously fast, great looking piece of pod racing power that could show up the PS2's leading racer.

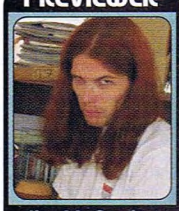
With *Wipeout* sales sliding faster than a rocket sled why release another conventional clone of an ageing racer?

WHERE IT'S AT

Our preview version was pretty limited so Microsoft had better get their skates on for Christmas.

OUT: NOV | FORMAT: GC | PRICE: £40 | DEVELOPER: RARE | PUBLISHER: NINTENDO | FEATURES: NONE | EXTRAS: NONE | CALL: 01703 652 222 | PLAYERS: 1

PREVIEWER



Jim McCauley

Nice melon. Although we'd have thought that Fox would prefer a tasty chicken, fresh from the barn.

Star Fox Adventures on Dinosaur Planet.

How delightfully autumnal. But what's the deal with those targets on the trees? Rather sinister...

The local dinosaurs are friendly. Let's hope Fox doesn't go mad and start thinking he's *Turok*, eh?

SHOTS! • UPDATE! • NEW SHOTS! • UPDATE! • NEW SHOTS! • UPDATE! • NEW SHOTS! • UPDATE! • NEW SHOTS! • UPDATE! • NEW SHOTS! • U

Foxes? In space? With dinosaurs? And Pterodactyl Princesses? It could only be the return of Fox McCloud!

What's the betting they'll end up calling it something like *Fox McCloud in Dinosaur Planet*? Curse those trademark disputes!

Weirdly, this is Fox McCloud's third outing, and his third set of developers. *Starwing* came to us courtesy of Argonaut, Ninty themselves handled *Lylat Wars*, and now it's Rare's turn. Perhaps Nintendo envisage a future where every developer gets the chance to make a *Star Fox* game...

Softography

These guys have also made...

Lylat Wars	88%
F-Zero: Maximum Velocity	91%
Wario Land 4	87%
Pikmin	90%
Zelda: Oracles	96%
Mario Kart 64	93%

WHO'S THE FOX?

Early showings clearly betrayed *Star Fox*'s roots as *Dinosaur Planet* for the N64, but Rare have been working their magic for some time now and it's all looking incredibly special. Fox himself is far and away the furriest character ever to grace our screens - you could just reach into the screen and stroke him. Yes, it's all very *Zelda*-esque, but there's more than enough going for it not to be dismissed as a mere *Zelda* clone with a fox and a bunch of dinosaurs. Does *Zelda* pack an enormous triceratops sidekick who can dig holes for you, distract the enemy, guard you or simply play fetch with a ball? No, it doesn't. Weapons-wise, Fox is equipped with a staff, which works as a simple hitty stick but can also be jiggled into something more powerful. Slippy Toad is, thankfully, kept at a safe distance from where he can provide Fox with new gadgets and equipment. Let's hope the inept amphibian's toys work properly...

...by far the furriest character ever to grace our screens...

As for the story, lovely Dinosaur Planet has been overrun by the evil General Scales, who's gone and captured a pterodactyl princess, and it's up to the Star Fox team to save the day. With its accessible gameplay style and ultra-shiny graphics, *Star Fox Adventures* seems more than likely to deliver.

Fox Hunt!

Removed from his beloved Arwing, Fox can't just target enemies and blast them out of existence any more. It's a shame, we know, but wait a moment. But being a fox, naturally he's an expert at staff-based combat (are you sure about this? -Ed). Grab sticks, lads! Let's get out there and whack things till they hurt!

A fox with a staff against a yelow dinosaur with a hammer. You don't see that every day.

By the power of Greyskull! Swirling coloured lights suggest special things for Fox's hitting stick.

Up, Up And Away!

Being evolved from *Dinosaur Planet*, *Star Fox Adventures* features a lot of ground-based running around - not the most natural environment for Fox, we're sure you'll agree. Thankfully, he *does* get to strap himself into his trusty Arwing for some space action. Cast your peepers on these lush and glorious shots and watch the furry fella go!

Gigantic floating temples in space? That Fox fella discovers the weirdest cosmological thingies, doesn't he?

GOOD COP BAD COP

A glorious mix of *Zelda*-style play, fab graphics and the occasional portion of old-skool Star Fox. Luvverly.

Come on, though. If you want something *Zelda*-like then you'll wait for *Zelda*, rather than *Zelda* with extra bits, right?

WHERE IT'S AT

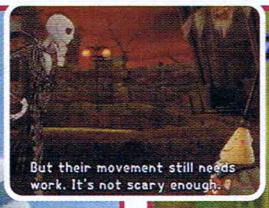
Looking good for a November release, but knowing Rare it'd be no surprise to see it slip down the schedules .

OUT: NOV | FORMAT: PS2 | PRICE: £45 | DEVELOPER: SQUARESOFT | PUBLISHER: SONY | SPECIAL FEATURES: NONE | OTHER FORMATS: NONE | CALL: 0207 859 5000 | PLAYERS: 1

PREVIEWER

Dave Harrison

This is a fantastic looking game. The animation is top notch and the FMVs are up to Square's high standard.



But their movement still needs work. It's not scary enough.

When attacking, you lock onto a target with the shoulder buttons then move in and begin striking.

▲ Sora's a nimble fella and can leap and lash out at bosses of any size. Fear him!

▲ Keep with the action set-up – there's quite a bit of platforming involved when searching.

Kingdom Hearts

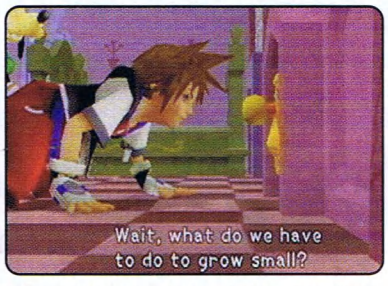
NEW SHOTS! • UPDATE! • NEW SHOTS! • UPDATE! • NEW SHOTS! • UPDATE! • NEW SHOTS! • UPDATE! • NEW SHOTS! • UPDATE! • NEW SHOTS!

Sprinkle a bit of duck, grind a little mouse and grate some er...Goofy, to get the **year's sweetest adventure!**

You Don't Know About My Crew

What makes this such a weird and wonderful game is rather than collecting a gang of small men with gravity challenging barnets, your 'cru' is made up of Disney characters. And they fight for you! Oh yes!

▲ Donald, Goofy and Peter Pan kick Captain Hook's ass!



▲ Some of the puzzles are taken directly from the films.

▲ It's not just Disney characters as here's Cloud!

Who has consistently made the best RPGs over the years? Easy, it's got to be Squaresoft. Ok, so who has created the most endearing and enduring cartoon characters of the last century? Warner Bros. But running them very close is the ol' House of Mouse, and they've teamed up with the *Final Fantasy* daddies for one of more interesting games of the year.

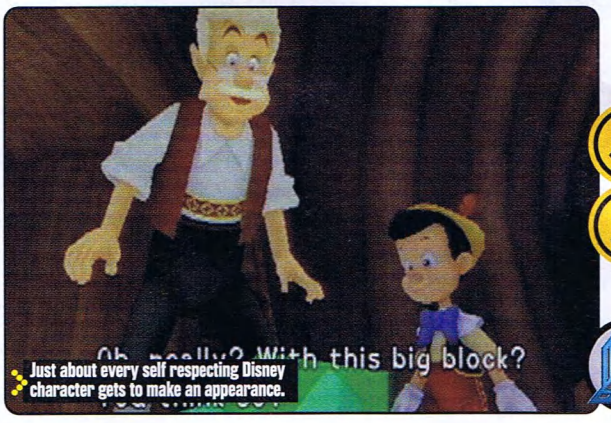
Kingdom Hearts takes shape as an 'action RPG' and follows the adventures of Sora, a young lad who's island is hit by a storm which scatters his mates to 'far off lands'. His job is to find his friends and defeat an evil menace that's growing in strength known as The Heartless. He's helped in his quest by Wizard Donald and Captain Goofy, protectors of the Disney Castle, who must have done a rubbish job as they've managed to misplace their King, Mickey.

...the games comes across as RPG lite with as much emphasis on the action...

GOOFY POOH

While this is all airy fairy stuff there's something very appealing about this Disney RPG as instead of meeting up with Zorag of the Quim Forest or some such nonsense, you bump into Winnie the Pooh who asks you to get some honey – which is to be expected, as he's a bear.

The gameplay comes across as an RPG-lite with as much emphasis on the action as exploring. It's actually got more in common with *Onimusha 2* than *Final Fantasy* as Sora, Donald and Goofy really get stuck into the scraps, collecting experience points as they go. And while it may be short of the intricate magic mixing of the *Final Fantasys* it lacks nothing in terms of scale – this is one big game. Best of all though is that it looks incredible. You've got Square's genius for FMV combined with Disney flair and it really does illuminate the PS2. Good wholesome fun so Disney can make more money!



Just about every self respecting Disney character gets to make an appearance.

Softography

These guys have also made...

Parasite Eve 2	85%
The Bouncer	72%
Final Fantasy 10	91%
Final Fantasy 6	90%

Starter For Ten

This has got a cracking opening for an RPG. Rather than wandering round a village chatting to people, this has got a fight to the death with a huge shadowy boss. Blimey, you weren't expecting that from a Disney. And then what happens? Oh... And then, you wander around talking to people. Them's the breaks.

▲ Here's the head of The Heartless, a huge murky figure that can churn out minions from his clammy hands.

▲ But it turns out it was all just a dream! So Sora can potter around his village playing with his pals. Bless.

GOOD COP BAD COP

Looks incredible, plays neatly and there's plenty of novelty value thanks to the Disney cameos.

The gameplay is a bit monotone and the plot is a bit on the melodramatic side. But then it is Disney after all...

WHERE IT'S AT

It's already been out in Japan so we're just waiting for a complete PAL conversion.

OUT: NOV | FORMAT: XBOX | PRICE: £40 | DEVELOPER: SEGA | PUBLISHER: INFOGRAMES | SPECIAL FEATURES: NONE | OTHER FORMATS: NONE | CALL: 0208 222 9700 | PLAYERS: 1-2

Hit the button and take a snap of the finish line or that moment when you finally managed to slip into first place.

For real car worshippers, close up snaps can be placed on the walls of your garage and stared at lustfully.

▲ Get close up to rivals and the Xbox's visual superiority to *GT* is clear.

▲ Why don't modern racers offer you shades to combat such lens flare effects?

Sega GT 2002

Sega take on *Gran Turismo* with their own **concept cars** and **killer Xbox visuals...**

PREVIEWER: Richard Melville

Xbox *GT* fans have been denied a truly realistic road racer. *Sega GT 2002* manages to nick all the best bits from the PS series including licence tests, concept cars and near perfect handling.

All the major motors are available, and the power of Xbox means that cars look better than the *GT* line up - the custom replays allowing you to peer through the windows and gawp at each driver. After the initial qualifying you'll be presented with licence tests which allow you to go after the big bucks and bigger and better cars.

However shamelessly *Sega GT 2002* mimics *GT*, Sega are aiming in the right direction. It's the kind of realistic experience that makes you want to invest in a analogue steering wheel and move a bucket seat to your bedroom.

GOOD COP BAD COP

Real cars and fantastic visuals alongside that all important handling (which is spot on) make this a right pearler.

The initial tracks are boring speed ring circuits which don't give you a real feel for the handling.

WHERE IT'S AT

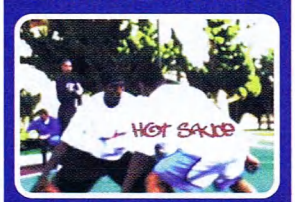
Sega GT 2002 is 75% complete. We'll bring you a review very soon. Fret not *GT* fans, it's on its way.

OUT: NOV | FORMAT: PS2 | PRICE: £40 | DEVELOPER: BLACK OPS | PUBLISHER: ACTIVISION | SPECIAL FEATURES: NONE | OTHER FORMATS: XBOX | CALL: 01753 756100 | PLAYERS: 1-4

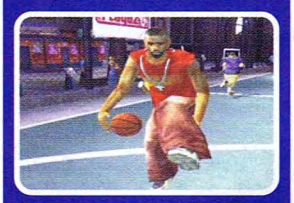
Hot Stuff!

It's unlikely that you'll know any *Street Hoops* heroes. It's unlikely that you'll be able to say their names without sniggering.

▲ This man is called 'The Future'. We're not too sure what of though.



▲ A big welcome to pro ball dribbler Hot Sauce. Get your chips ready!


▲ We've no idea what this fella's called, but he's got fantastic hair.

Street Hoops

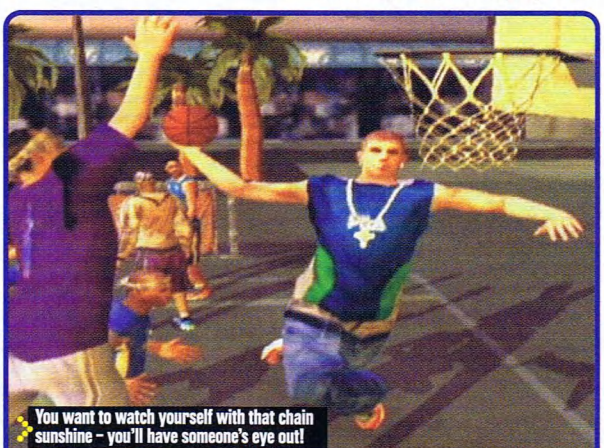
A cast of **bling blingin' ballers** get a chance to show their street skills and buy **more jewellery than Mr T!**

REVIEWER: Richard Melville

Street Hoops - the most ghetto-fabulous baller on the block.

NBA isn't all about polished sneaker squeaking courts. One look at the urban ghettos of *Street Hoops* and you could be hanging out with hoop hipsters from the Nike ads and um, other real players who haven't made it to the NBA because they reckon they want to keep it real.

Real urban settings from LA's Venice beach to New York's 4th Street allow you to play with anyone from two to ten players on street cage courts. Before a game, you can also select to play with a half court to make play more aggressive. Keeping the street feeling intact, gamers can gamble with their cash and build up enough dough to buy diamond jewellery, tattoos and branded sportswear. Win several games in a row and gamble on each and you could end up looking like P Diddy. Lose and you'll look like Ali G with cheapo Top Man style threads and fake Hilfiger shorts. Topping off the urban action is a heavy hip hop sound track to truly get you in the mood for the rough riding side of basketball.


You want to watch yourself with that chain sunshine - you'll have someone's eye out!

▲ Look, I can give myself a wedgie and dribble at the same time. Eeeek!

GOOD COP BAD COP

Gambling modes and a half court option mean that there's more options than your standard street hoop shooter.

Do we really want diamond encrusted rings and tasteless American sportswear as a prize?

WHERE IT'S AT

Street Hoops is 80% complete. We'll have a full on, ball bouncing review in the next issue.

LEGO

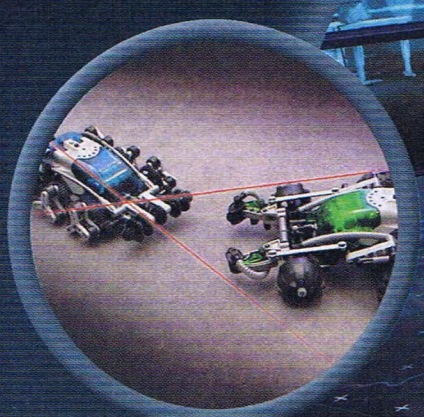
Spybotics™

UNDERCOVER. UNDER CONTROL

GM INFOMERCIAL

PC REQUIRED

YOU ARE A SECRET AGENT
YOUR PARTNER IS
A HI-TECH ROBOT
A WORLD OF
MISSIONS AWAITS
YOU!



WIN!

LEGO® SPYBOTICS™

If you like the look of LEGO® Spybotics™ we're giving you the chance to win not one, but all four of the cool secret agent robots. Worth £59.99 each, that means you could soon be the owner of almost £240 worth of cyber spies. All you have to do is answer this simple question:

What are the names of the four LEGO® Spybotics™ robots?

And send it to:
Spybotics Giveaway, GamesMaster, Future Publishing,
30 Monmouth Street, Bath, BA1 2BW. The closing date for entries is 3rd October.

LEGO® SPYBOTICS™ is a fast action strategy game that mixes both virtual and interactive gameplay. You'll become a member of the Secret Mission Agents Robotics Team (or SMART for short), and using your hi-tech robotic gadget you'll go on hazardous covert missions and become the ultimate secret agent.

Every Spybotics robot comes with ten exciting pre-set missions (5 single-player, 5 multi-player), and the briefings are done through rich CGI movies which explain the challenges that lie ahead, and then show you how to recreate this in the real world. Adjust the detailed mission settings to increase the level of difficulty – the greater the challenge, the more points available - enabling you to sit on the top of the online agent ranking system and be the top agent! Download special functions into your remote controller, such as lasers and health for those additional challenges, and guide your Spybotics robot to mission success.

When you think you're good enough, try Special Operations. Imagine the most challenging top secret mission – you can create it here and put all your secret agent training to good use. But be careful Agent!

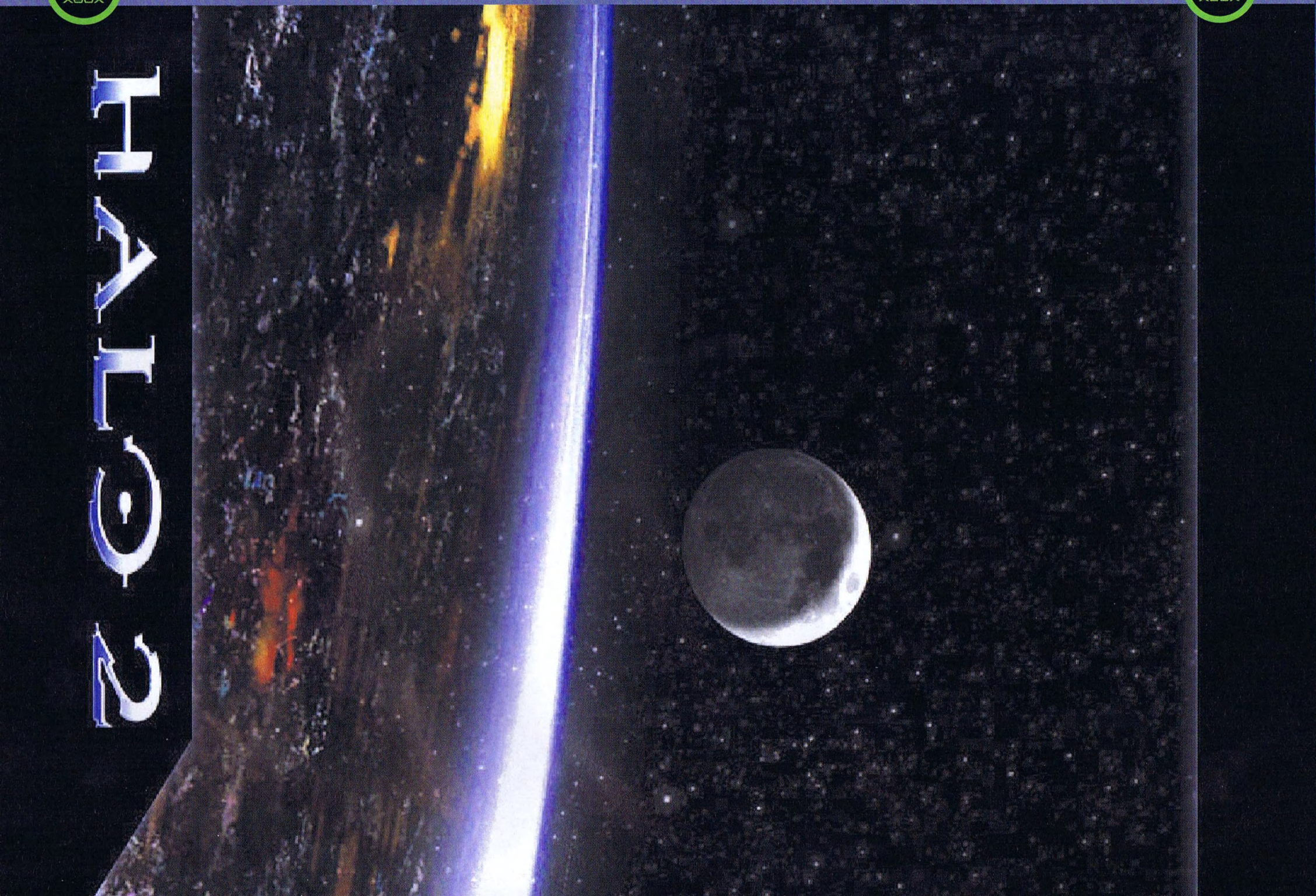
Each pack comes with your very own Spybotics robot, a CD ROM, a USB download cable and a three-channel programmable remote controller. But you don't have to be a computer wizard with expensive equipment to use LEGO Spybotics. We've made it simple for everybody to get started, so you can construct your Spybot and begin your first mission within around sixty minutes.

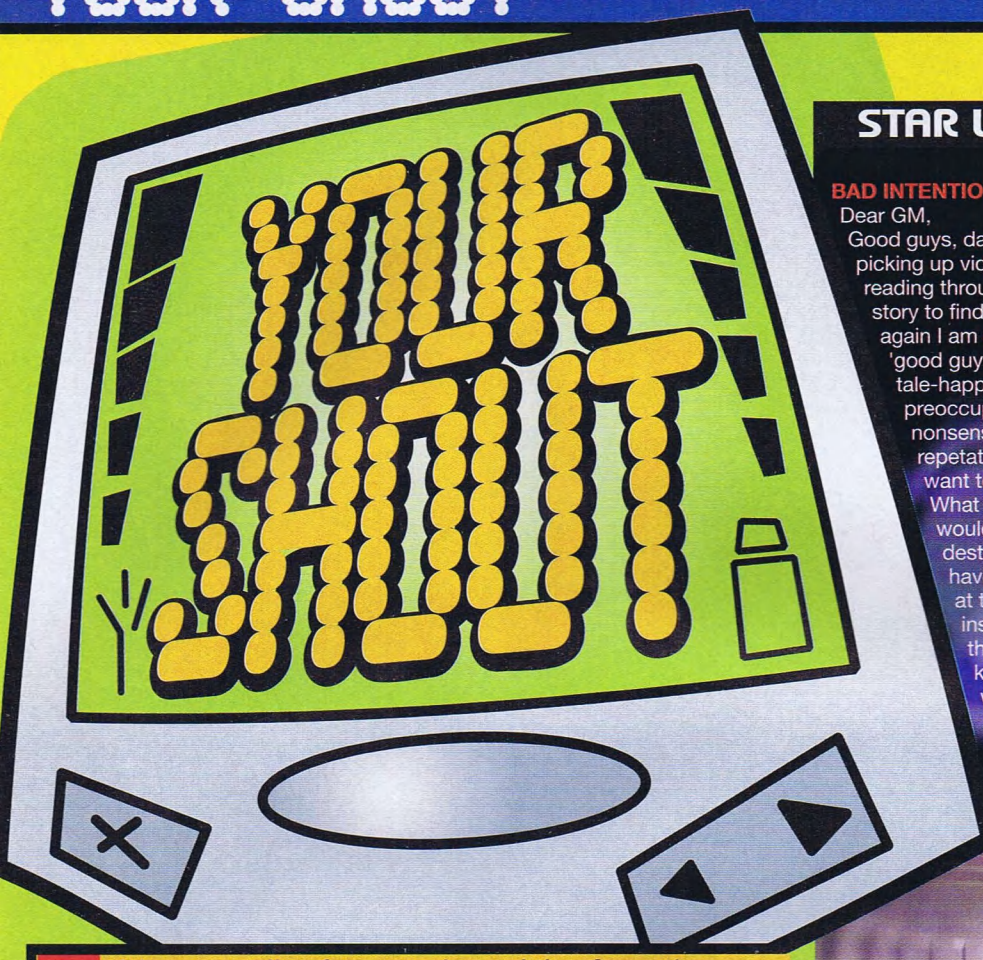
LEGO Spybotics are available from August at LEGO stockists throughout the UK and are priced from £59.99. There are four different Spybotics robots to collect, all with different strengths and unique tools to help them complete their missions. Check out the Spybotics website at www.lego.com/spybotics for more info.

So enter the exciting world of robotic espionage with LEGO Spybotics and turn your room into hi-tech robotics command centre.

WWW.LEGO.COM/SPYBOTICS

FOR YOUR NEAREST STOCKIST CALL 08457 080070


HALO 2



A bumper pile of streetwise opinion from the planet's coolest readers. To get involved, scrawl a letter and get yourself heard! Mark the envelope 'Your Shout' and slip in the coupon on page 63.

Want to yell at us because you disagree with something you've read in the magazine? Or got a good idea you want to share with your fellow gamers? Well this is where you can do it. Simply e-mail your comments to: gamesmaster@ futurenet.co.uk, or stuff them in an envelope, fill out the coupon (or copy it out) on page 63 and send them to: Your Shout, GamesMaster, 30 Monmouth Street, Bath, BA1 2BW. We might not be able to reply personally, but we do read absolutely everything you send us – Yes, Edward Singleton of Telford, even your email saying we, in fact, don't read everything. Ha!...

THE EDITOR • Robin Alway

STAR LETTER

BAD INTENTIONS

Dear GM,

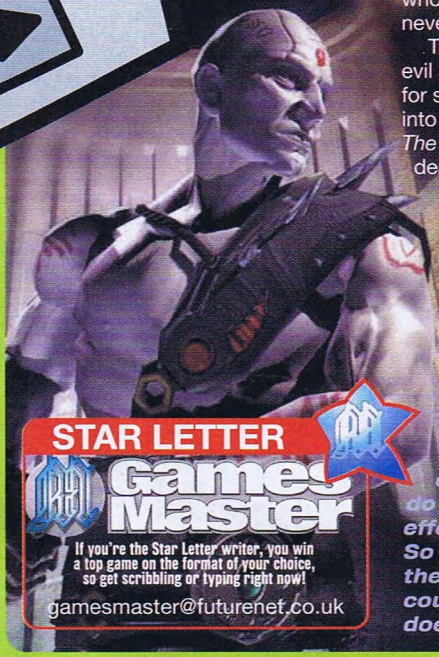
Good guys, damn! I am so sick of picking up video games and reading through the background story to find out that once again I am expected to be the 'good guy'. What is this fairy-tale-happy-ending preoccupation? It's nonsense, it's dull and it's repetative. What if I don't want to save the world? What if I happen to feel it would be more fun to destroy it? I yearn not to have to stop terrorists at the airport, but instead, be one of them. I don't want to kill the monsters, I want to be the monsters! If so, why do games like *Grand Theft Auto* and *Carmageddon* sell so well, despite so many people trying to stop us playing them? People don't always want to be good. In fact thinking about it there are very few instances where being good is half as much fun as being bad. Let's face it, the guardians of our delicate moralities are always going to accuse evil video games of corrupting the youth of today, so the way I see it we might as well give them something to moan about. The more sensitive game players out there can charge about safe in the knowledge that they are on the side of good, killing only the bad monsters that deserve it anyway. Their collective consciousness is eased by the fact that they are on the side of good. Well what kind of twisted logic is that? And more importantly, it's drumming a false sense of security into the 'impressionable youth' - that anyone who fights on the side of good will never be beat.

Trouble is, games that promote evil are deemed bad and unsuitable for society. A child of six can walk into a newsagents and buy a copy of *The Sun* and see naked women and death, but you can't buy *Mortal Kombat* till you are 15.

Sorry, I don't want to save the day, I want to murder, maim and kill to my heart's desire - and I hope that I'm not the only one.

Tom Lewis, Devon

You can almost taste the anger! While there will be many gamers that agree with you, the fact is that developers do care what the censors do to their games – and if it effects how many they sell. So it's probably not worth the hassle to consciously court controversy. What does everyone else reckon?



STAR LETTER

GamesMaster

If you're the Star Letter writer, you win a top game on the format of your choice, so get scribbling or typing right now!

gamesmaster@futurenet.co.uk

TEARS OF A CLOWN

Dear GamesMaster,

I have two things to say. Number 1: Tom, what is the crack with your hair? It is like a clowns, can u not get it cut or something. 2: When the hell is *The Getaway* coming out coz it looks wicked. I read your mag all the time and could you print this letter in Your Shout please. Oh that was four things.

Sam Andrews, Cumbria

Any suggestions that Tom looks like a clown are completely ridiculous! As for The Getaway, check out P. 42. And we'll have even more next month, you mug. (Just getting into character.)

POGUE MAHONE

Dear GamesMaster,

I don't know if this is a mistake or not but in your free tips book that I get under PS2: *WWF Smackdown! Just Bring It* you keep talking about Shane and Stephanie McGowan, I presume you mean Shane and Stephanie McMahon?

Alan Lee, Liverpool

Yep, well spotted. The mistake occured because our spell check was set to "Toothless Irish Folk Singers" rather than "Big Men In Small Pants" setting. Sorry for any confusion caused.

MONEY IN MY POCKET

Dear GamesMaster,

Games are a rip off. You save up £50 and could spend it in two minutes. If you buy a game for PS2, GameCube or Xbox it costs £40-£50. Even GBA games are £35. You are only left with £5-£10 if you are lucky. If you buy a strategy guide, memory card or pad then you have nothing. Zero pounds. Zilch. £50 is a considerable amount of money (a weeks shopping for the average family). Or it was. So when you are given your pocket money or wages and your parents say 'Don't spend it all at once', in today's fast moving technological market, it is almost impossible not to.

Liam Knaggs, by email

How true – read our reviews first. We play the bad stuff so you don't have to. It's a shame that hunting through second hand games is still the best way to get value for money, but at least console prices have come down.

THE KIDS ARE ALRIGHT

Dear GamesMaster,

First of all can I start off by congratulating you on an excellent magazine, and also I would like to thank you, and I will explain why. When the GameCube was released me and my brother decided to club together and get Ninty's dream console. When I told my friends about my latest purchase they all laughed, because they all (foolishly) believed that the GameCube was a "kiddie console". Since I had bought your mag on the way to school I decided to show them some of the pictures of the games and in particular Resi Evil, and they all agreed that they were wrong and since then two have bought GameCubes and another is buying one very soon. So once again THANK YOU for not only saving my neck but spreading the word that GameCube is not a kiddie console.

Darryl Crawley, by email

No problem Darryl. Glad to be of some assistance. We reckon Ninty and Capcom owe us big time!

THOSE WERE THE DAYS

Dear GamesMaster

I have the Dreamcast and the PSone and they have some really good games on them - but they also have some pretty rubbish games too. I was rummageing around in my garage when I found my old Mega Drive 2. I decided to set it up and play a few games on it. As I played I was amazed at how much more enjoyable some of the games were compared to some of the games on the DC and PSone - Games like *Gods* and *Mega-Lo-Mania*. Game designers today have amazing technology that they can use and yet they still make some real lousy games. I think it would be a great idea to bring back some of the old games on some of the latest consoles. Designers can improve them and give them new and more complex plots. Have you heard of any plans to bring any of the old games back?

Elvid Thomas, Cwmbran

There's a few – Contra, Metroid and Shinobi for starters. What you really want though is Sega Smash Pack, a GBA compilation of Ecco the Dolphin, Sonic Spinball and, best of all, Golden Axe! Out now in the US, the campaign for its UK release starts here!

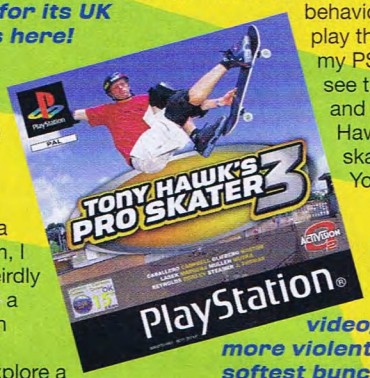
LOST WIFE

Dear GM,

Today I laid waste to dozens of zombies, I shot holes in some terrorists holding a building to ransom, I took out some weirdly named baddies in a top secret Alaskan base and still had enough time to explore a spooky town in the hope that I could find my lost wife. Then off went my PSone and I returned to the "land of the living" feeling very pleased that I had saved the world a few dozen times. Do I have any side effects from playing these "nasty games"? Nope. Apart from huge blisters on the ends of my fingers. People who whine about games influencing violent behaviour obviously don't play them themselves. I love my PSone and I can clearly see the line between virtual and reality. Got to go, Tony Hawk is challenging me to skate with him.

Yours sanely,

Adam Wilmot, Swansea



We agree. We seriously doubt playing videogames makes you more violent. Team GM is the softest bunch of tarts you'll ever meet. Although Tom can get a bit surly.

UNDER THE RADAR

Dear GamesMaster,

As a regular reader I find it impossible to wait a month to be informed of news from the gaming world. I'm not blaming you, but I'm really surprised that there is no GM website where readers could pick up tips & cheats from previous issues, talk to fellow gamers in chat rooms, read about any previews or maybe just ask simple questions to one of the GM team that we would normally have to wait a month to be answered. I know the whole GM team works really hard but if you had the best games website as well as already having the best games mag you would kick the arses of other mags even more than you do now.

Chris Fowler, Cardiff

There's no GM site (yet), but there is gamesradar.com which is marshalled by GM old boy Ollie Hurley. Let the Hurlster keep you happy between issues!

Here's where you can sell your stuff and grab yourself a bargain too! Mark your ad 'Cart Boot' and send it in with the coupon on p63!

Penpals

Want to chat with like-minded loons? Or perhaps you're looking for that special someone to share a two-player game with... Mark your letter 'Penpals' and send your entry in with the coupon on page 63 to the usual address!

Hi, I'm Ronnie. I'm looking for a male/female penpal aged 10-12 (I'm 11). You must like everything about *Harry Potter*, love football (I support West Ham) and must have a GBA. I enjoy games like *Golden Sun*, *Breath of Fire 1 & 2* and *Advance Wars*. 100% reply. Must be able to trade cheats and read GamesMaster.
Ronnie Bassett, 28 Henderson House, Kershaw Road, Dagenham, Essex, RM1 7PT

Male/Female penpal aged 10-12. Hiya, my name is Alex and I love pasta, TV and all brilliant games - and definately at the top is GamesMaster. I do not care about your interests so quickly contact me. 110% reply.
Alex Jones, 23 Farnham Road, Fleet, Hampshire, GU51 3HZ.

Yo, the name's Joe! I am 10 years old. I'm looking for a 10-12-year-old penpal. You must like *The Simpsons*, *GTA3*, *Tony Hawk's 3* and *Dave Mirra*, Limp Bizkit, Sum 41 and WWE. You must be into skateboarding and BMXing and must support Aston Villa. 1,000,000 reply!!!
Joe Skrodelis, 20 Norton Hall Lane, Norton Canes, Cannock, Staffs, WS11 3PG.

Hi, my name is Sean. I'm looking 4 a penpal aged 14-15. I'm into anything PS2. I own a PS2, PSone, GBC and PC. Must own either PS2, PSone or PC. Also if poss be on Lycos Chat. 1,000,000% reply guaranteed.
Sean Fleming, 31 Gladstone Avenue, Ramsey, Isle of Man, IM8 2LE.

Hi, my name's Steven. I'm looking for a male penpal aged between 13-16. Don't have to like anything specific but must hate gothicky songs like Slipknot, Limp Bizkit, Nickelback and other rubbish songs like that. Must be willing to talk about personal stuff and keep secrets. Would love mob number and pic if possible. Infinite % reply guaranteed.
Steven Rose, 9 Penmaen Corner, Blackwood, Gwent, NP12 0NN.

Pretty good-looking boy (17) seeks fairly attractive girl (16-20) to make gaming magic with! Must like all formats and FPSs. Should enjoy action RPGs eg *Ocarina of Time*, *Shenmue* and *Deus Ex*. Has to love wrestling and *Jackass*. Also must like dance music eg Tiesto and Mauro Picotto. My mates call me mister nice guy! Please send photo and if possible mobile number. Reply guaranteed because I am a nice guy!
Lewis MacLeod-Slater, 14 Bellwood Road, Aboyne, Aberdeensire, Scotland, AB34 5HQ.

Hi, I'm looking for a male/female penpal aged 10/13. I am an 11-year-old boy and a mad keen skateborder. I enjoy playing *Tony Hawk's* on my PlayStation and going to my local skatepark. You must like or have a PlayStation and preferably an email address. It would be great if you had a picture. (100% reply). Hope to hear from you soon.
Sam Caldwell, 123 Markland Hill Lane, Friars Croft, Heaton, Bolton, BL1 5PA.

Hi, the name's Tom. I'm looking for a male penpal age 9 to 11. (I'm 9). You must have either a PlayStation or a GBA. I like football, WWE, biking and sports. It would help if you like the same things. 125% guaranteed reply.
Thomas Shee, 24 Woodsetts Road, North Anston, Sheffield, S25 4EQ.

Hi, I'm Steven and I'm looking for a female penpal aged between 15-18. I'm 17 and I like all sorts of music. 100% reply.
Email: linkinpark1@sega-europe.com

Games For Sale

I am willing to sell my copy of *Resident Evil: Code Veronica X Platinum* for PlayStation 2 for £15 or I am willing to swap for *Pro Evolution Soccer* on PlayStation 2.
Jamie Wynder, 34 Ribble Close, Chandlers Ford, Eastleigh, Hampshire, SO 53 2NQ. 07881 991 892

GameCube games for sale. The games are *Super Smash Bros Melee* for £30 and *XG2* for £20. Can swap *Super Smash Bros* with *Pikmin* and *XG2* with *James Bond 007: Agent Under Fire* (GC version).
Jamie Bell, Ashyards Farm, Ashyards Road, Eaglesfield, Lockerbie, DG11 3PP. ashyards@tiscali.co.uk

I have *Worms* to sell for PSone for £8, *WWF SmackDown!* for PSone for £7, *Warpath Jurassic Park* for PSone for £12.
My address is: Ian Mann, 10 Eagle Way, Abbeydale, Gloucester, GL4 4WS.

Scorpion Recoil Light Gun for PSX (£15), numerous PSone games (each £6) and *Gangsters: Organised Crime* for PC (£10). Email me if you're interested.
tommimak@aol.com

PSone games for sale. *WWF SmackDown!* - £10. *WCW Mayhem* - £10. *Pitball* £5.50. *Casper* - £5.50. Or you can have the lot all for £30.
Contact Tim Spencer on 0774 807 5164 or 01685 877 980

Games/Consoles Wanted

Wanted urgently GBA games. Will swap 3 for my GBC, swap any one of my PSone games (*Popstar Maker*, *The Weakest Link*, *WWF Attitude* or *Croc Legend of the Gobbos*) for a GBA game, or buy them for £10 each.
Call Gary on 0775 993 2953 or write to 35 Cow Lane, Ryhill, Wakefield, West Yorkshire, WF4 2AX.

Wanted: Dreamcast VMU and *Sonic Adventure 1* and *2*. Will pay up to £5-7 ono for VMU and £10 ono for *Sonic 1* or *2*. Please help me out - this is important!!!
Contact Elliott on 0775 208 0041

Wanted: GBA and two or more games. I am willing to swap two Game Boys (purple & yellow) also *Super Mario Land*, *Pokémon Gold*, *World Cup 98*, *Wave Race*, *Mickey's Car Racing Adventure* and *Pokémon Crystal*.
Call Jack Wellon on 01452 760 264

Wanted: *Gangsters: Organised Crime*. Will pay up to £15 for good quality game on PC boxed as new.
Call Jake on 01773 715 705 weekdays after 5pm

Games/consoles wanted. Looking for PSone *Suikoden 2* game. Will swap *Resident Evil 1*, *Soul Reaver* and pay money for a good-mint condition *Suikoden 2* (PAL version).
Contact David on 01580 715 796 Or email david_of_the_turks@hotmail.com

Games wanted: *Kirby's Dreamland* (Good condition) for £5 ono, or any *Kirby* game.
Phone Daniel on 01322 529 286

Games To Swap

I am willing to let you choose what you want to have for any *FF* game (except *10*). You can either have *SmackDown!*, *Tony Hawk's Skateboarding*, *Breakout* or *Croc* & three demos. And if anyone, just anyone, has *Final Fantasy 4* I will make you an offer you can't refuse!
Call or text Shola on 07812 397 388

***Sonic* CD for Mega CD or PC wanted urgently please.** I will pay between £5 to £20 or I will swap you *Coolboarders 4* or *FF8*. No scratches on disc and boxed but it doesn't matter about instruction book.
If you have this game phone John on 07762 258 355

I have 5 Sega Master System games for swap which are: *Joe Montana Football*, *World Soccer*, *Super Monaco GP*, *Summer Games* and *Golf Mania*. Also in need of a good condition N64 games particularly *Banjo Tooie*, *Zelda 2* and *Super Smash Bros* - £20 each.
Contact amezb@yahoo.com

I want to swap my PS2 in good condition with three games: *Tekken Tag*, *Dave Mirra BMX* and *Spider-Man* for a GameCube with one or more games.
Contact Gaz on 01298 85286 or text on 07811828766

Consoles For Sale

Game Boy Advance. *Tony Hawk's 2*, *Mario Kart Super Circuit*, *Kuru Kuru Kururin* and *Super Mario Land*. Each game: £17. *KKKururin*: £10 and GBA £50.
Phone Sam on 01245 400795 or text on 07986 361 350

PSone for sale. I have a PlayStation for sale with 15 games, 2 dual shock controllers, 2 memory cards, a gun, 3 cheat books, 3 demo discs, a PlayStation carry case and a disk holder. The Games include *Point Blank 2*, *FIFA 2001* and *WWF SmackDown!: Know Your Role*. All for £150 ono or will swap for at least 3 PS2 games.
If you are interested please email me at watfordfc55@aol.com or telephone Joe on 01923 230503

PSone for sale. Hi GM fans. I'm willing to trade my PSone and 11 games. The games are *Croc 1* & *2*, *Eagle One Harrier Attack*, *Tomb Raider 2*, *A Bug's Life*, *Tony Hawk's Prop Skater*, *Spec Cop Cover Assault*, *Tunnel B1*, *Bust-a-Move 2*, *Alien Trilogy*, *GTA* for just £100 or swap for a PS2 or GameCube in whatever condition.
Call Adam Vincent on 01865 250 586

I will trade my *Spyro Season of Ice* for the Game Boy Advance (It is unboxed with a manual) for your *Advance Wars* for Game Boy Advance. I don't care if it has a box or not.
Write to James at 14 Alma Street, Wellingborough, NN8 4DH or just pop it to my doorstep.

Good condition Nintendo 64 for sale. Comes boxed with two controllers (blue, grey), a memory card, a cheat book, a rumble pak and seven games. (*GoldenEye*, *Pokémon Stadium*, *Knife Edge*, *Lego Racers*, *Pokémon Snap*, *Lylat Wars* and *Wrestlemania 2000*). All for £70
Call 01259 721677 2pm-10pm and ask for Graeme

Will swap my PSone plus 4 controllers, 4 memory cards, *Pro-Evolution Soccer*, *Alex Ferguson's Player Manager 2002*, *Gran Turismo*, *Time Crisis*, *NBA Live 2002*, *World Championship Snooker*, *Brian Lara Cricket* for a PS2 plus 2 controllers or a Dreamcast plus 2 controllers, internet stuff and 2 games. Console must be in full working order. Buyer must be willing to collect the PSone.
Call Joel 07985 601 588 between 4pm and 10pm

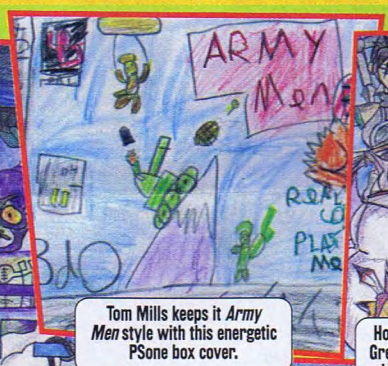
Game Boy camera and printer. Unboxed but perfect condition. Contains right cables and booklets. £20 for both or £10 each. Also Game Boy Advance for sale with three games. GBA perfect condition (white) boxed, 3 games all boxed (*Super Mario Advance 2*, *Mario Kart* and *Matt Hoffman's Pro BMX*). Will also throw in official carry case all for £80 or £15 for games and £40 for Game Boy Advance.
Email samurljack47@hotmail.com

I am willing to sell a good condition PSone with 18 games (Also a good condition steering wheel) The games are: *Simpsons Wrestling*, *Trick'n'Snowboarder*, *X Men Mutant Academy 1*, *Mortal Kombat Trilogy*, *Crash Bandicoot 3 Warped!*, *The Mission*, *Rally Championship*, *Grind Session*, *Rugrats: Search for Reptar*, *Rugrats Studio Tour*, *NBA Showtime: NBA on NBC*, *WWF SmackDown! 1*, *WWF SmackDown 2*, *James Bond 007: Tomorrow Nevers Dies*, *Grand Theft Auto 1*, *Theme Park World*, *Digimon World*, *Driver*. All for £200
Phone Baz on 0208 654 9965

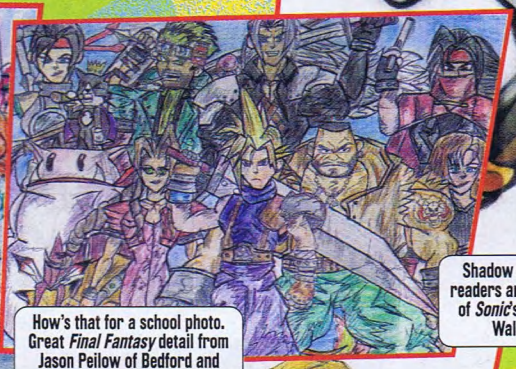
GX ART HOUSE

Are you a whizz with the old felt tips? Why not send us a pic (no bigger than A4) and show it off to the nation? Our fave each month wins a free game on any format! And don't forget to include the coupon on page 63!

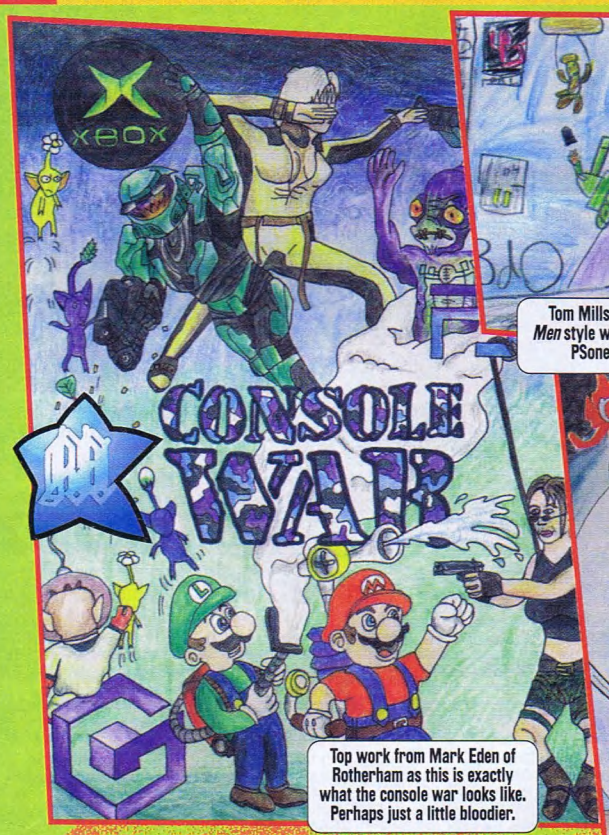
Shadow seems pretty popular with you readers and here's another fantastic sketch of *Sonic*'s darker side courtesy of Carlos Walker from Nottingham. Top!



Tom Mills keeps it *Army Men* style with this energetic PSone box cover.



How's that for a school photo. Great *Final Fantasy* detail from Jason Peilow of Bedford and some mean biro work.



Top work from Mark Eden of Rotherham as this is exactly what the console war looks like. Perhaps just a little bloodier.

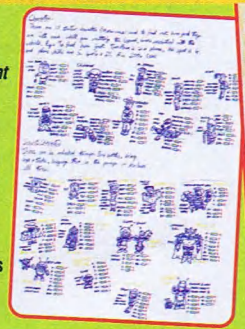
Charming *Onimusha 2* charicature from Diana Chan. Nice bit of wind eminating from behind. Curious.

Steven Heath from Devon has chosen to keep it simple with his *Final Fantasy* tribute with this rather melancholy looking Chocobo. Give us a smile beaky!

Brilliant shading here from Matthew Fenwick of Whitley Bay. Isaac from *Golden Sun* has never looked so chirpy.

GAME DESIGNERS' WORKSHOP

Have you got a great idea for a game? Each month GamesMaster dishes out a free game to the best effort. Think you can do better? Send in your design now!

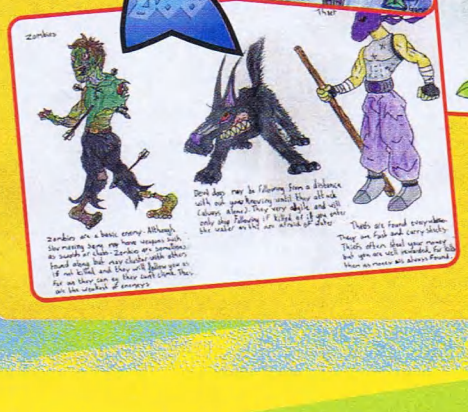


New from the fertile mind of Kyle Patterson comes *Insane Sports that have Something to do with Racing* or *ISSR* for short. It's a daft racing game as a race of evil aliens must be defeated by racing them...okay. While it might not have the most convincing of concepts it's teeming with options, characters and kick-ass weapon. Great presentation!

How to Enter

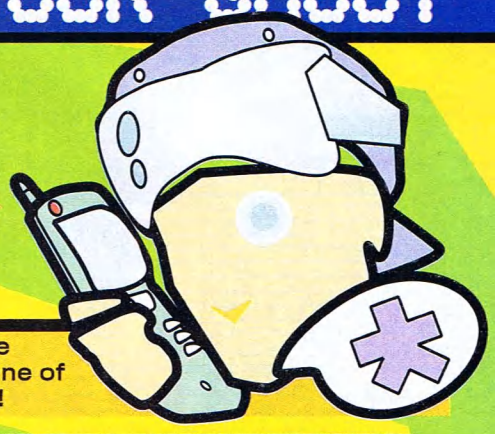
Make your game idea as detailed as possible. Include pics of what it looks like, sketches of the characters, what they're like and how the game plays, then mark your envelope 'Games Designers' Workshop' and send it with the coupon on p.63. If you win, you'll get a game on a format of your choice.

THIS MONTH'S WINNING GAME!



This month's high concept comes from Patrick Lerwill from County Antrim, who's *Medevil Mercenary* struck the right balance between gratuitous violence and a heart wrenching plot which involves the Mercenary's brother who is called Eric! Nice touch and great illustration.

OUT NOW!



Reckon you can review games alongside the GM team? Want to get your name and pic in print and win a top quality wodge of gaming goodies? Just review one of your games for us, mark it up 'Out Now' and send it in with the coupon below!

Super Mario Advance 2

PRICE: £30 PUBLISHER: NINTENDO

REVIEWER

Lloyd Davies

When I first heard that *Super Mario Advance 2* would finally be released I screamed with joy. Then I heard that *Super Mario Advance 2* would be a remake of the SNES classic *Super Mario World* and I almost wet myself. But now I've actually got it after months of waiting and I'd like to tell all you GamesMaster readers just how great it is. Where to start? The gameplay. It takes the inspired magic of *Super Mario World* and quadruples it. You just know you're in for a great game when you start it up and view the brand spanking new intro. As well as this, Mario's taller, thinner and greener brother Luigi tags along in this adventure too. He can jump higher and further than Mario, but otherwise he's useless. Also, the same *Super Mario Advance* multiplayer game is included as well, which is always a laugh with three others. The marvel of a game and its 96 enchanted levels fits into your lifestyle perfectly. This game really is worth buying the GBA for and all I can say now that I've completed it is roll on *Super Mario Advance 3*!

It may be side scrolling, it may be 2D and it may be about a plumber riding a dinsaur, but it still rocks!

Star Wars Obi-Wan

PRICE: £40 PUBLISHER: ACTIVISION

REVIEWER

Kate Wilson

As you probably know, the Xbox games are really expensive, and the last thing you want to do is buy a rubbish game and waste a huge load of your hard earned money. That's why I'm going to tell you about the *Star Wars Obi-Wan* game. The word to describe it is dreadful. There are plenty more words that I could also say about it but I probably has better not in a family magazine. In the game you get to be the greatest Jedi of them all, Obi-Wan. After playing the final US version the biggest problem with *Obi-Wan* is that it simply isn't much fun at all. You may be a Jedi with a light sabre and the ability to manipulate your environment with your force powers, but exploration is dull, combat is lame and the level layout is uninspired. I need to play it more to be sure, but going by what I have seen so far I don't really want to play it any more.

▲ *Obi-Wan* joins the ever lengthening list of very disappointing *Star Wars* game. Now, if you want light sabre fun try *Jedi Knight 2*.

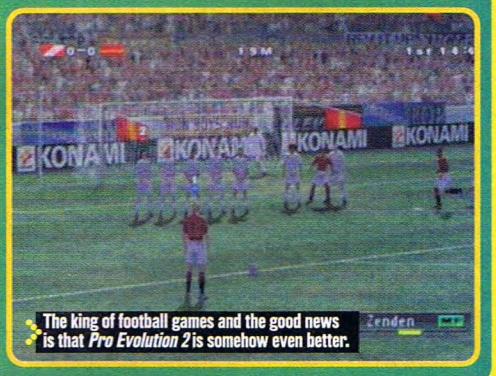
Pro Evolution Soccer

PRICE: £35 PUBLISHER: KONAMI

REVIEWER

Matt Kempson

Now this is a football game. After years of FIFA dominating the footballing market, Konami, the makers of all things amazing, released *Pro Evolution Soccer*, which conquered the football promotion and blew FIFA away. The gameplay is simply astonishing and the passing system is out of this world. The player's facial expressions are great and the pre-match entrance is a great show of the graphics. The games difficulty goes from one star to six – six being almost impossible to master. You can play in a range of tournaments, but the depth really comes in when you play the Master League. You start off with a team of no hopers who couldn't even get in your Dad's Sunday League team. But as you progress you win points – and points mean players – and you can buy your own dream team – if you win the first division you get lots of classic players to choose from in the freelance section. If you are shopping in the football market then this is definitely the game to buy.



The king of football games and the good news is that *Pro Evolution 2* is somehow even better.

Your Shout Entry Coupon

Fill it in and get in the mag!

Want to get involved? To get your stuff in the pages of GM just mark your letter either 'Your Shout', 'Cart Boot', 'Art House', 'Game Designers' Workshop' or 'GM Penpals' and bung in this coupon with your submission. Simple. Now send the bundle to... GamesMaster, 30 Monmouth Street, Bath, BA1 2BW. Do it now! If you don't want to hack up your GM, scribble it all down on a bit of paper.

My name is: _____

My address is: _____

_____

_____

My age is: _____

The bit of GM I like is: _____

The bit of GM I hate is: _____

Stick a pic of yourself here if you want to see YOUR face in GM!

(Don't want to send your favourite pic? Send a stamped, addressed envelope with your entry and we'll send it straight back to you!)

To get your stuff in GM send it to... GamesMaster, 30 Monmouth Street, Bath, BA1 2BW.

This month's GM survey questions are...

Halo 2 or *Doom 3* – who wins the battle of the shooter sequels? It's been the question on all or lips this month – Bears or Clowns – who would win the fight? And lastly, Bonfire Night or Halloween?

HALO 2 OR DOOM 3? _____

BEARS OR CLOWNS? _____

BONFIRE NIGHT OR HALLOWEEN? _____

Check back next month for the results!

Result!

In GM124, we asked you: Who's your best wrestler – Triple H or The Rock: Top bird – Geese or Chickens? Masked rockstar challenge – Eminem or Slipknot? Here's who you picked.

TRIPLE H OR THE ROCK: ...Triple H

GEESE OR CHICKENS: ...Chickens

EMINEM OR SLIPKNOT: ...Slipknot

Mark your letter up as 'Your Shout', 'Cart Boot Sale', 'Art House', 'Game Designers' Workshop' or 'GM Penpals'!

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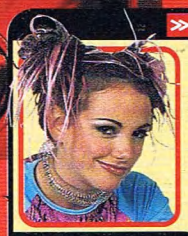
GamesMaster TIPS

IPS FOR THE LATEST GAMES! • THE HOTTEST TIPS FOR THE LATEST GAMES! • THE HOTTEST TIPS FOR THE LATEST GAMES! • THE HOTTEST TIPS



CODE GIRL

What a month! As well as finding the hottest selection of codes, I've had to sit there holding hands with the team as they faced all the horror that *Resident Evil* on the GameCube could hurl at them. I now know what the colour of fear is and, oddly enough, the smell as well.

CODE GIRL PASSES ONLY THE COOLEST LETTERS TO OUR TIPS MASTERS! WRITE TO US NOW!

TIPPED THIS ISSUE...

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V-RALLY 3 (PS2) 66
PRISONER OF WAR (GBA) 66
WARCRAFT 3 (GC) 66
BRUCE LEE (PS2) 66
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Resident Evil

GM TURN CAPCOM'S ULTIMATE SURVIVAL HORROR INSIDE OUT!

TIPS EXPRESS
LATEST CHEATS!

MASTER CLASS
YOUR TIPS!

CONSOLETATION ZONE
YOUR QUESTIONS!

ARE YOU A GAMESMASTER? SEND US YOUR TIPS p.72

TIPS EXPRESS

Command the chaos with *Warcraft 3*, get dressed to kill for *Tekken 4*, then melee for money in *Lost Kingdoms* and go for a slash with a samurai!

CTED WIDE OPEN! • THE LATEST GAMES BUSTED WIDE OPEN! • THE LATEST GAMES BUSTED WIDE OPEN! • THE LATEST GAMES BUSTED WIDE OPEN

SWORD FIGHTING FRENZY!

ONIMUSHA 2

SAMURAI SECRETS

Confronting the evil forces of the underworld is no easy task. Follow your fate with our easy mode cheat and battle tips, it's your destiny...

Easy Mode
Start a game and die three times. A message will appear indicating an Easy difficulty setting is now available. But be warned, you cannot achieve an Onimusha rank when playing in Easy mode.

Hard Mode
Successfully complete the game on the Normal difficulty setting to unlock the Hard difficulty setting.

Ending Bonuses
Successfully complete the game to unlock the Scenario Route option, Man In Black Suit mini-game, Oni Organisation mini-game, and the Puzzle Illusion Dream Dimension.

Strongest Equipment Mode
Complete the game on the Hard then start a new game and begin with the Blazing Fire Sword, 20,000 in money, 30 Intense Medicines, 10 Wood, all level 3 armours, infinite ammunition, and skill always full.

Issen Mode
Successfully complete the Oni Organisation mini-game to unlock Issen mode where you must hit with a One Flash attack in order to damage your opponents.

Puzzle Illusion Dream Dimension
Successfully complete the game with all Paintings of Beauties to unlock the Puzzle Illusion Dream Dimension.

The glowstick Derek bought at the Hear'say gig began to take on a life of its own.

GET TO GRIPS ON THE GRAVEL!

V-RALLY 3

Only the best drivers will have the determination and skill needed to unlock the extra hidden cars.

Toyota Corolla V-Rally
Set a record time on all circuits to unlock the Toyota Corolla V-Rally.

Subaru Impreza 2000
Win the 2.0L Championship in Career mode to unlock the Subaru Impreza 2000.

Mitsubishi Lancer
Win the 1.6L Championship in Career mode to unlock the Mitsubishi Lancer Evolution VI.

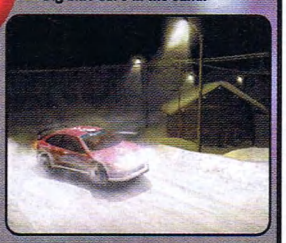
SEAT Cordoba Repsol
Successfully complete Challenge mode to unlock the SEAT Cordoba Repsol.

Level 2 Licence
Win the 2.0L Championship twice to unlock the Level 2 license which allows you to drive at performance level 2 in single race mode.

Level 3 Licence
Win the 2.0L Championship four times to unlock the Level 3 licence which allows you to drive at performance level 3 in single race mode.

LICENCE TO SPILL

Big blue cars in the sand.


Tiny red cars in the snow.

DON'T DELAY, ESCAPE TODAY!

PRISONER OF WAR

Don't get caught sneaking around or you'll get a bullet in the back! With these tips you'll be out of there before you know it...

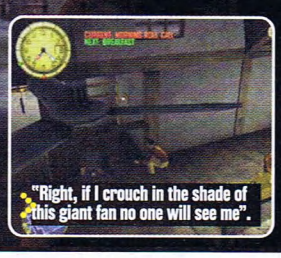
GET OUT OF JAIL FREE!

Moving Stealthily
Simply press and hold B to walk around slower when trying to sneak past guards. Try to avoid hitting objects too.

Alcohol and Cigarettes
Collect Alcohol and Cigarettes when ever possible while exploring the camp. They're ideal for bribing guards and to get objects and services from other prisoners as well as being used in exchange for confiscated equipment.

Rocks
Search rubble piles to collect rocks which can then be thrown to distract guards. Unfortunately you can only carry a maximum of 15 rocks at a time.

"No look closer. I've got a tiny tiny mouse in my hands. No, really".


"Right, if I crouch in the shade of this giant fan no one will see me".

CHAOS REIGNING DOWN ALL AROUND!

WARCRAFT 3

BOSTIN POWERS

Press [Enter] to display the two player message box. Type one of the following codes and press [Enter] again to activate. The message 'cheat enabled' will appear.

RESULT	CHEAT CODE
Invincibility and one-hit kills	whosyourdaddy
Full map	iseedeadpeople
Instant victory	allyourbasearebelongtous
Instant defeat	somebodysetusupthebomb
Infinite mana	thereisnospoon
500 gold and lumber	greedisgood

CHOPSOCKY TICK-TOCKY

BRUCE LEE

BATTER WITH BRUCE!

Stop beating around the bush. Here are some useful tips to help Bruce rescue his father and retrieve the mystical Golden Relic.

Infinite Dragon Token Power
Simply collect 999 Dragon Tokens for infinite power.

Ending Bonuses
Successfully complete the game to unlock Bruce's Challenges and the Hard mode setting.

SCHOOL UNIFORM BASH UP!

TEKKEN 4

TEKKEN THE MICKY!

It takes more than just button-bashing to leave your opponent crumpled in a heap.

Play as Eddy Gordo
Successfully complete the game in Story mode with Christie Monteiro, then highlight Christie and press Triangle at the Character selection screen.

Play as Miharu
Successfully complete the game in Story mode with Ling Xiaoyu, then highlight Ling Xiaoyu and press Circle at the Character selection screen.

Play as Ling Xiaoyu in School Uniform
Successfully complete the game in Story mode with Ling Xiaoyu, then highlight Ling Xiaoyu and press Triangle at the Character selection screen.

◄ "Here, take one in the ribs you white trousered buffoon!" "I shall have my revenge you floppy-haired freak!"

MAKE THE GRAPPLE FANS RAW!

WWF RAW

SCRAP METAL!

Want to give your opponent a good slap before they enter the ring? Why not knock them senseless then steal their items to humiliate them in front of the crowd.

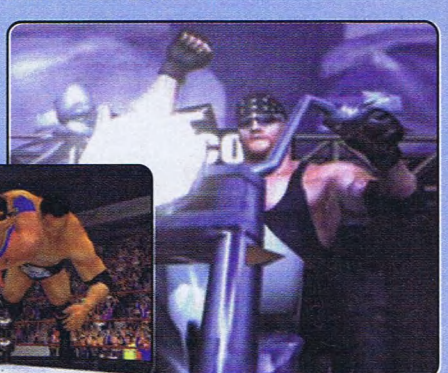
Additional Wrestlers

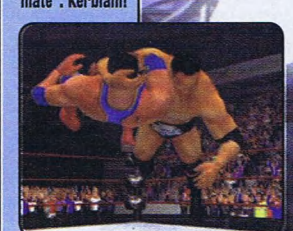
Wrestler	Fight
Fred Durst	Win all the Championship Belts
Shane McMahon	Win the Hardcore title
Stephanie McMahon-Helmsley	Win the Woman's title
Vince McMahon	Win the WWF Heavyweight

Entrance Attack
Attack your opponent as they make their entrance and keep hitting them to knock off either their glasses, hat, mic, bandana or water bottle.

► Look mum, I can ride with one hand!"

▼"I love you, you're my best mate". Kerblam!





MAGIC MONSTER MYSTERY MAYHEM MALARKEY!

LOST KINGDOMS

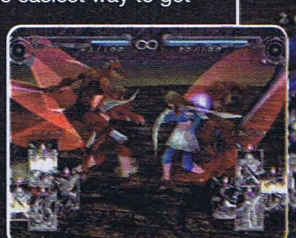
SUGAR TO THE BEE!

Are you prepared to uncover the mystery that threatens to destroy the Five Kingdoms of Argwyll? Need a helping hand along the way? We're here for some guidance to keep you on the right track.

Easy Experience
Complete the first two stages to gain access to the Apothecary and Blessoon, then head to the Apothecary and talk to Guru. After speaking with her, Dahl-Nok Valley will become available. Go to Dahl-Nok Valley and to the right where some hives are located. Choose to fight the Giant Bees, and kill them easily with your Man Trap. Have it attack the Bee once then call it back. Now finish off the Bee with any desired character to gain experience. Each time you kill a Bee, you should gain about 100 to 140 experience. After killing three Bees, return to the main map then go back and repeat the process until you get the desired amount of experience.

Easy Money
Early on in the game go to Blessoon, and catch as many creatures as possible to sell them. The easiest way to get money is to catch and sell the Rats. You will get about 40 gold per rat sold to the Apothecary.

Capturing Enemies in a Card
If you come across a powerful enemy that you like the look of, get its life down to around two or three then hold L and press either A, B, Y, or X to capture it in a card.



▲ "Have at thee you chunky red varlet!" ▲ Things start getting fractious in the GM office when the sandwich man is late.

HACKERS PARADISE

GRAN TURISMO CONCEPT

Want Gold Licences without having to get behind the wheel? Want to get the best lap times ? It's time to take control with the help of an Action Replay cartridge.

Unlock Ace Level
DE1AB456
BCA99B84

Best Lap Always 1'00.00
DE00B74E
BCA985E3

Enter to unlock each Gold

Mid-Field
DE1BDF6E
BCA99B83

Tokyo R236
DE1BDE3A
BCA99B83

Swiss Alps
DE1BDC96
BCA99B83

Tahiti Maze
DE1BD362
BCA99B83

Autumn Ring
DE1BD23E
BCA99B83

Midfield II
DE1BD08A
BCA99B83

Tokyo R236 II
DE1BD766
BCA99B83

Swiss Alps II
DE1BD632
BCA99B83

Tahiti Maze II
DE1BD48E
BCA99B83

Autumn Ring II
DE1BCB5A
BCA99B83

GOING FOR GOLD!

▲ Just in case you forgot, this is indeed *Gran Turismo*. You got that?

TIPSTER

Dave Harrison

The Guide

S.T.A.R.S. SURVIVAL GUIDE

Face all the evil Capcom can muster with a spring in your step and a GM holding your hand. Erk...

This is the toughest *Resi* we've played. We have seen grown men weep trying to complete this, so to spare some of the tears and anguish here are a few tips on how to tackle some of the grimmer moments in Capcom's survival special.

We've focused on Jill's adventure as unless you're completely hardcore and perhaps a bit mental, it's the one most of you will tackle first. And lastly whenever a direction is mentioned it's from the characters point of view so it's Jills left or Jill's right. Compronde? Right, let's go forth and kill things.

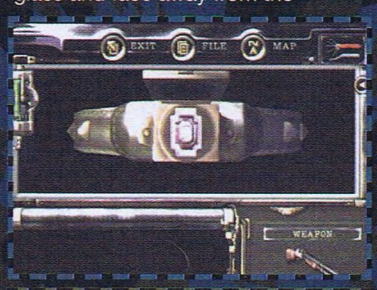
Resident Evil

S.T.A.R.S. SURVIVAL GUIDE

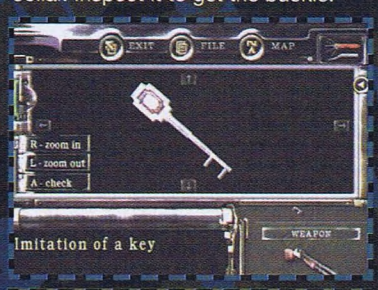
DOG WHISTLE

The Dog Whistle can be found in the first floor study above the East Stairs storage room. You use it on the outside balcony once you've used the Sword Key on the Dining Room Balcony. Once outside, equip the shotgun stand in front of the stained glass and face away from the direction you've come from. Use the Whistle and two dogs will appear. Kill both and get the ornate dog collar. Inspect it to get the buckle. Inspect that to get an Imitation key. This can then be used to replace the key in the Knights hallway so you don't get turned into mince meat.

Use the whistle here and prepare yourself for the dogs. There's herb if you need it, near the door.



This is what you've come for. Inspect the collar to retrieve the purple broach from the buckle.



Then examine the the brooch to create the imitation key which can't be used to open any doors.

Instead, use it to replace the key in the Knights Hallway to stop the twirling blade booby trap.

S.T.A.R.S SURVIVAL GUIDE

THE FOUR DEATH MASKS

MASK WITHOUT EYES

This can be found in the Basement Nursery. Use the Herbicide to kill the demon plant. Just place it in the water supply and pump it through the red pipes.

Make sure you choose the red pipe as using the blue one will destroy all the green health herb.

MASK WITHOUT MOUTH

Solve the portrait puzzle. Use the switches to turn a Valiant orange, a Sage purple and a Saint green. Keep the others off. Then hit the switch underneath the Lisa portrait.

Ignore the crows in this area. They will only attack if you get the puzzle wrong. Then worry a lot.

MASK WITHOUT ANYTHING

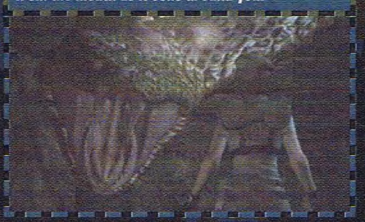
Solve the Knight puzzle found along the East first floor corridor. Move the statues in this order – far right, near left, near right. Then hit the switch on the middle table.

Once you've got the jewellery box out from below the pictures, press the two switches to open it.

MASK WITHOUT NOSE

Defeat Yawn the Snake or grab the mask from the far end of the room and peg it. It's not necessary to shoot the snake as you're gonna meet him later on anyway.

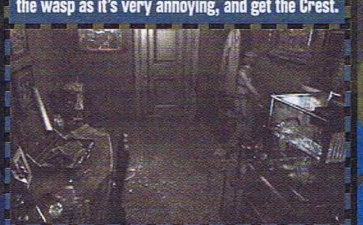
The snake's only attack is its bite so keep away from the mouth as it coils around you.



THE MAGNUM

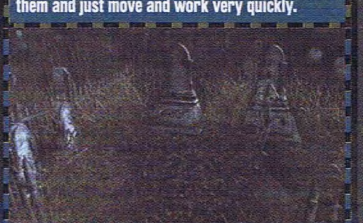
First you have to get the Wind Crest which is found in the Specimen room at the top of the East Stairs (the one Barry is lurking in). Get the Fishhook from the far wall and combine it with the Lure of the Bee found by the bookshelves. Swap this with the Bee Specimen found in the box by the door and place the Bee where you found the Lure.

Hit the switch, use a couple of Beretta rounds on the wasp as it's very annoying, and get the Crest.



This is then used in the grave along from Lisa's cabin. Place it in the right hand tombstone.

The graveyard is inhabited with crows, ignore them and just move and work very quickly.



You'll then receive three more crests to examine.

Press the switches to raise the metal bars.

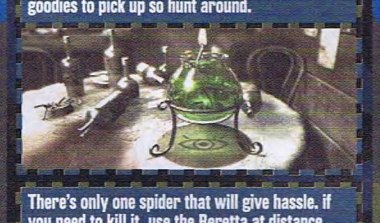
Then place them in the tombstone on the left!

SPIDER ROOM

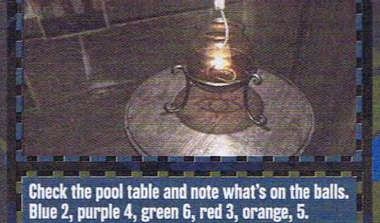
This is found behind the double doors in the first Residence hall way. All you'll need is your lighter to light three candles and then make a note of the silhouettes created. Enter, turn right, light the red lamp in the far corner. The green lamp is in the downstairs bar section and the orange one can be found by the upstairs pool table section.

All this trouble to get the code for the J-Volt door. Remember the marks if playing on Hard.

Right by the green candle there's a load of goodies to pick up so hunt around.



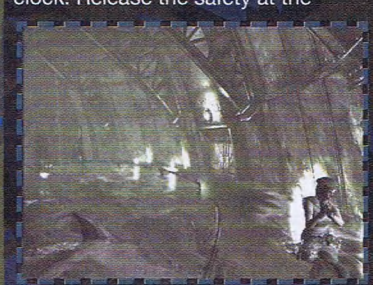
There's only one spider that will give hassle. if you need to kill it, use the Beretta at distance.



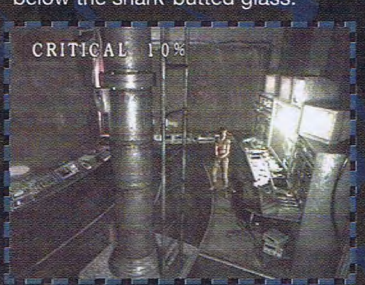
Check the pool table and note what's on the balls. Blue 2, purple 4, green 6, red 3, orange, 5.

SHARK TANK PUZZLE

After wading through the Aqua Ring, enter the Control Room and go down the ladder to the Access Tunnel. Check the memo on the left hand wall. Remember the number of the valve. Head to the side window control panel and drain the pool. A shark will headbutt the window. Now you're against the clock. Release the safety at the console with the black chair in front of it. Lower the pressure doors at the console by the main window. Malfunction! Head out into the hallway and choose the correct valve as indicated in the memo. Release the safety once more and lower the pressure doors. Now lower the water at the console below the shark-butted glass.



Don't mess around in the shark tank. Just run towards the camera as soon as you enter.



There's a time limit to this puzzle so make sure you know which panel you have to access.

J-VOLT PUZZLE

J-Volt is a chemical that can kill Plant 42. To create this we have to access the store room in the Residential Gallery. All the clues were given in the Spider Room, but if you're lazy all you need to enter is *red - 3*, *orange - 5* and *green - 6*.

Once inside, collect four empty bottles and check the values and equations on the walls. Fill one bottle with water, fill another with UMB No.3. Combine to get NP-004. Next collect Yellow-6 and combine it with the NP-004 to get UMB No. 10. Then collect some water in an empty bottle and combine with Yellow-6 to get UMB No. 7.

Now combine UMB No.7 and UMB No. 10 to get VP-017. Then finally add some UMB No. 3 to the VP-017 to get the J-Volt. You need to apply this to Plant 42's roots which can be found in the room next to the Aqua Ring Control Room. Once you've got rid of the wriggly things you can roam freely.

If you're playing on Hard you won't get the colours so use the silhouettes to get the code

Approach the roots but don't go too close, then select and use the J-Volt to kill the demon shrub.

TOUGH NUTS

Heres a few non-puzzle related tips to help you past those gristly sections in the game.

CRATE

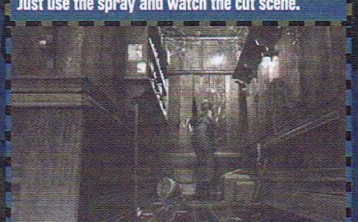
In the hall outside the Residential Save Room use the crate to cover the holes in the floor to prevent Plant 42's branches attacking everytime you walk past. Push the crate over the crack next to the pile of boxes and then clamber over the whole pile to reach the door.

Covering the other hole will not stop Plant 42 attacking, and it can get very annoying.

KILLER BEES

To defeat the bees in the Residential Gallery, quickly run, in take the first left and retrieve the insecticide from the dead corpse. Leave the room and head to the end of the corridor and use the the spray in the hole in the wall behind the Residential map.

Don't look through the hole as you will get stung. Just use the spray and watch the cut scene.



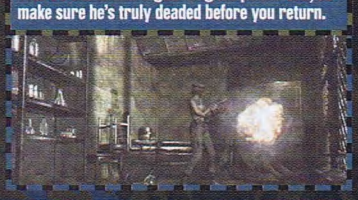
BOULDER SECTIONS

There are two boulders in the Mine section to avoid. The first one requires a straight run and the veer left to activate the cutscene. The second one falls as you use the hexagonal crank three times. Instead of running back just run forward and left.

FUEL SUPPLY AND WALKING

Near the end you will have to refill the fuel capsule that you find in the Boiler Room in the Chem Research Lab (opposite the x-ray room). Once it's full DO NOT RUN AS IT WILL EXPLODE. It pays to clear your path of baddies before you make the return trip so you take your time.

There's one chimera guarding the power cell, so make sure he's truly deaded before you return.



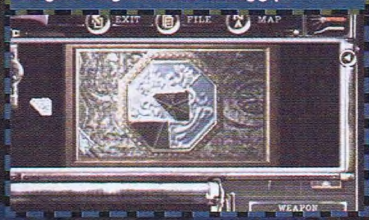
JIGSAW PUZZLE

To get the Emblem Key you need to enter the Wardrobe Room which can be found on the ground floor of the mansion where you'll find a jewellery box. To open it we have to solve the jigsaw puzzle.

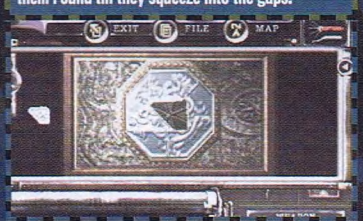
It's simple. Just arrange these pieces so they form an octagon. Put this piece on the left hand side.

Next fill the top of the octagon with the piece with the two straight edges. Make sure they fit tightly.

The largest piece fills the bottom right of the octagon leaving two familiar looking gaps.

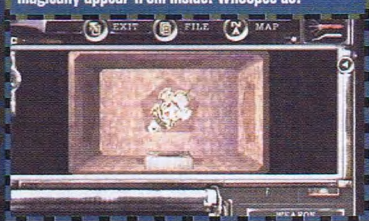


You should be left with two smaller pieces. Swivel them round till they squeeze into the gaps.



Make sure all the pieces are placed in neatly, otherwise the puzzle won't work.

Inspect this lovely trinkett and the emblem key will magically appear from inside! Whoopee do!



SURVIVE THE HORROR

DOGS

Too quick for the Beretta so use the shotgun. Often sleeping, so try to catch them off guard, but if they attack try to hit them before they leap and finish them off quickly on the ground. If you're stuck with the Beretta wait till they leap at your face then shoot and repeat.

The dogs are very tricky. Keep moving until you can take them face on. Don't get surrounded.

ZOMBIES

As they soak up so much ammo use the pistol, but the shotgun is great for headshots. Just let the zombie get in groping range, aim up and fire. Because of the risk of turning them into Crimson Heads it's often best to try and dodge zombies - fake to go one way and the swerve the other. But if this isn't possible pop a few caps into the chest or legs to slow them up and sneak past.

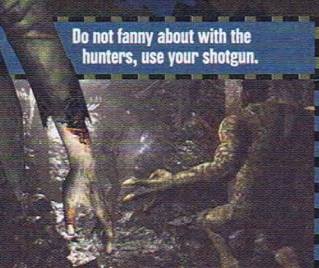
CRIMSON HEADS

If you kill a zombies and don't dispose of the body, they'll return as these super zombies that are very quick and slash at your face. The shotgun headshot is most effective disposal but the best tactic is to avoid creating them in the first place. Use headshots on normal zombies, incendiary shells that burn the corpses or use the petrol hip flask and lighter to dispose of the bodies - burn several in one pop by dropping the zombies in the same spot and piling the bodies.

HUNTERS

Very dangerous as they can deliver one hit kills. They like to leap from distance so get your first shot in early then position yourself to get another hit just as they rise. Again the shotgun is great but Acid rounds are the most effective.

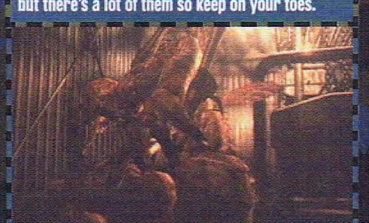
Do not fanny about with the hunters, use your shotgun.



CHIMERAS

Nasty looking buggers but not as dangerous as hunters. Beware the attacks from the ceiling but as long as you keep moving they're not a big problem. Only the one guarding the power supply needs taking out and the grenade launcher or shotgun will suffice.

The Chimeras aren't as effective as the hunters but there's a lot of them so keep on your toes.



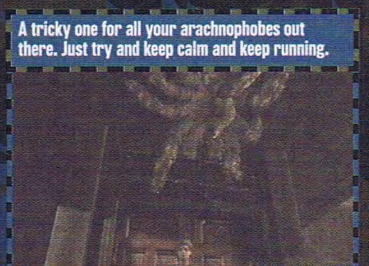
SHARKS

There's no point in getting drawn into a battle with these as you're on their turf (or water) and their mother can eat you whole. Just keep moving as soon as you enter the Aqua Ring. One Beretta shot will take care of them once the tank is drained.

SPIDERS

Gruesome but only dangerous if you get close enough to be hit by their poisonous spray. Easy to avoid and can be taken out with the Beretta from distance.

A tricky one for all your arachnophobes out there. Just try and keep calm and keep running.



CROWS, BEES, ADDERS

Too small to bother using up any ammo on. The only time the crows will bother is in the graveyard, the bees can killed by tackling the nest and the snakes are best dodged. Just keep moving… quickly.

BROWN CRATE AND FLAME THROWER BIT

In the mine, after you leave Barry with the lift, you'll enter a circular tunnel complex. Here you'll meet Lisa. Avoid her and travel through the tunnel to the cargo room. Collect the supplies on top of the crates, then push the brown crate onto the Suspended Lift. Return to Barry. Cross the bridge and go down the ladder to find the brown crate. Shove this into the Garbage Compactor, crush it and collect he broken flame thrower. Take this to where Lisa is and have her follow you till you reach a metal lever in the wall in the right hand branch of the tunnel. Pull it and peg it to the locked door and place the flamethrower on the metal hooks. Enter through the door!

Avoid Lisa Trevor to reach the cargo room and the push the crate on to the lift and hit the switch.

Then descend the ladder by the trunk and push the crate into the garbage compactor. Crush it!

Lead Lisa down the right hand branch and wait till Lisa is right by then pull the lever and sprint.

Shove the Flame thrower onto the metal hooks that appear and access the door. Quickly.

BOSSES

SNAKE
You'll face Yawn twice, each time it's a case of moving swiftly and aiming at the head. One method is to sneak into the coil of the snake and then shoot the head from behind. Use the shotgun or the grenade launcher.

CRIMSON HEAD
This fella appears from the coffin once all the death masks are in place. Use Incendiary grenades and be prepared early as he's quick.

NEPTUNE
Easy. After you've drained the tank the mother shark will start flapping about once you've mounted the metal platform. Simply push the green generator into the water and switch the power on.

LISA TREVOR
The lumpy one is very strong but very slow so the first two times you face her, just run away. When you have to face her in Tomb, let Barry have his gun back and use your Magnum to pin her back till she falls off the edge then rush over stand above her as she clings on and shoot down. Or keep her at bay while you push all four stones off the side. Lisa will then leave.

PLANT 42
The best way is to use the J-Volt, but if you're in a hurry barrel up the stairs in the walkway, arm the shotgun, blast away and keep moving. You can use the grenade launcher but it's trickier to aim.

SPIDER
Acid shells are the best for the Black Tiger. Get as many rounds off as possible as it first approaches then spins round the back to continue attacking and avoiding the poison spray.

TYRANT
The Tyrant battle in the lab is fairly easy. Run in a circle around the tubes to keep your distance, then use the C-Stick to swivel round to fire and swivel back to continue running.

Keep moving, not allowing the Tyrant to charge, and wait till the rocket launcher is dropped.

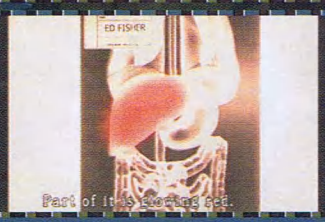
X-RAY PUZZLE

In the Laboratory you'll have to solve the X-ray puzzle to get the security password. You'll find the room off the right-hand corridor in the Lab basement. Read the researcher's letter to learn the screen name and password which will be JOHN, ADA. Collect the first X-ray which will be Clark's and another belonging to Gail. Place the Clark X-ray in the left hand space of the row of X-rays and Gail's in the right. Then hit the switch on the far side of the wall. Four body parts will glow red, the initials of which will make up the password. Use the human organ diagram to recognise the parts, which should give you the password CELL. Use this on the computer in the Research Lab.

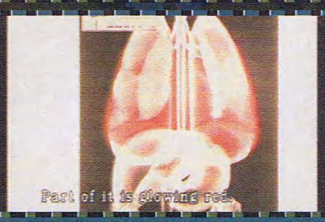
Read the memo to get the screen name and login to access the Umbrella security system.

Put the X-rays in alphabetical order and identify the glowing organ parts. This is the Colon.

Next up is the Esophagus. If you don't believe me there's a diagram just to the left of the X-rays.



Next is the organ that regularly gets punished on Friday evenings. Yes it's the Liver!



And lastly it's the Lungs. Put all the first letters together and what do you get? CELL! Tops!

SECRETS

GAME MODES

ONCE AGAIN...
Beat the game just one time.

HARD MODE
Listed under a "Once Again..." option.

REAL SURVIVAL MODE
Beat a "Once Again..." game on either Normal or Hard in under three hours. Same as Hard but auto-aim is turned off and Item Boxes aren't linked.

INVISIBLE ENEMY MODE
Beat "Real Survival" mode once or beat a "Once Again..." game on either Normal or Hard with both Jill Valentine and Chris Redfield. Get this, the enemies are invisible! Yer see what they've done there.

ONE DANGEROUS ZOMBIE
Complete "Once Again..." game on either Normal or Hard, with both Jill Valentine and Chris Redfield.
Your old S.T.A.R.S teammate Forest (the guy you got the Grenade Launcher from) is alive and covered in grenades so if you hurt him he explodes taking you with him - just to make it a tad more difficult!

WEAPONS

SAMURAI EDGE
Beat a "Once Again..." game on either Normal or hard and in under five Hours.
It's an upgraded pistol that fires in three round bursts. Infinite ammo.

ROCKET LAUNCHER
Beat a "Once Again..." game on either Normal or Hard and in under three hours.
The same weapon you use against the Tyrant but with infinite ammo.

HIDDEN COSTUMES

You'll find the key to the Closet in the Item box in the Once Again Mode. The Closet is in the picture just off the Statue Room where you collect the Mansion Map. You remember, you picked up a survival knife right by there.

Unlock the hidden costumes and get to look really cute as zombies rip your head off.

SHINJI MIKAMI MEMO AND COSTUME CATALOGUE
Beat the "Invisible Enemy" game, and in under five hours. Inspiring words from the games creator and some unused costume ideas.

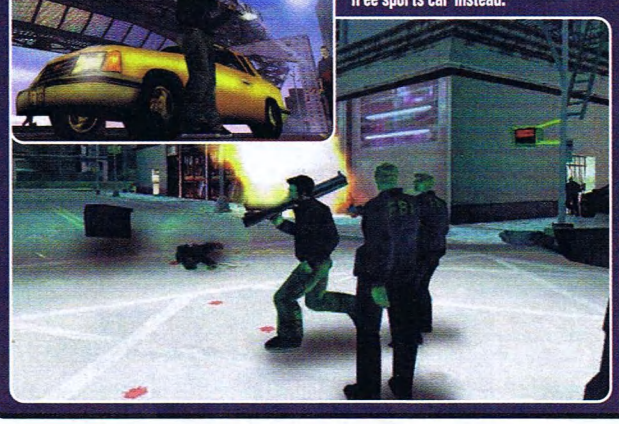
MASTER CLASS

Want to get unlimited sports cars ? Or play as a horned wrestling beast? How about getting down with the monkeys? Fellow gamers will show you how!

YOUR TOP TIPS • YOUR TOP TIPS • YOUR TOP TIPS • YOUR TOP TIPS • YOUR TOP TIPS • YOUR TOP TIPS • YOUR TOP TIPS • YOUR TOP TIPS

TIP OF THE MONTH
Grand Theft Auto 3

You're a JOYTECH Top Tipster!

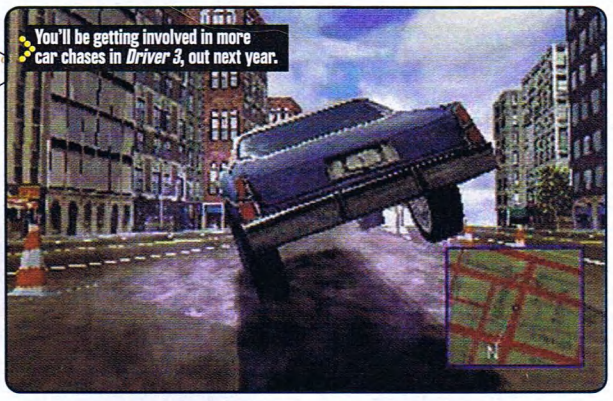


Find the cars on the list and you won't have to nick those yellow taxis any more. You can leap into a foxy and free sports car instead.

Get Unlimited Sports Cars in Liberty City – Go to Portland Harbour and you'll see a hut. Look just slightly to the left of the blue garage door and you'll see a list of different cars. Find one of these cars and it will be crossed off the list and you'll earn £1000. When you have delivered every single car on the list you'll be rewarded with unlimited sports cars from that garage.

Anthony Bugler, Kent

Once you've found all the vehicles on the list, try the *Turismo* mission in one of your new sports cars.



You'll be getting involved in more car chases in *Driver 3*, out next year.

Choose the Take a Ride option before searching for those hidden cars.

Tanner will have to get out of the car to look for all the secret vehicles.

PIKMIN (GC)

Secret Mode – Meet every kind of *Pikmin* (that's Blue, Yellow and Red) and collect all the Rocket Parts, before escaping from the planet within 30 days and you'll reveal a challenge mode. In the challenge mode you have to breed as many *Pikmin* as you can in one day. Here's how to do it:

Get the yellow *Pikmin* first, go to the Impact Site and go into the part past the box with the number 10 on it. Make the *Pikmin* pick up the bomb rocks on the other side of the box and use three of them to knock down the white wall.

Once you go inside, stick close to the sides so you don't drown your *Pikmin*. To the right and around the corner is a Clam. Grab a *Pikmin* with a bomb rock and stick it in the Clam's mouth. Do this twice to kill the Clam. Take it back to the onion and you'll get 50 *Pikmin* seeds.

Details eaten by slugs!

Take back all the dead baddies to get more *Pikmin* seeds..

Completing *Pikmin* will only take around 10 hours. Then you can play a secret mode.

DRIVER 2 (PS)

Hidden Car, Chicago – Take a ride in Chicago and go to the baseball stadium. When you're standing in front of the gate, go to the opposite side of the stadium and you'll see a ticket booth. Walk towards it, press Ⓐ and the gate will open. Enter the stadium, walk up the stairs to your right and down the path and you'll see a sports car. Now hop in and drive.

Hidden Car, Havana - Take a ride in Havana and look at the map. On the left hand side you should see a dead end. Drive there and you'll find a wall facing a closed gate. Get out of the car and walk to the right until you see a meter and press Ⓐ and the gate will open. Drive through the gate, get to the end of the complex and you'll see a Mini on top of a platform. Press the switch and the platform will come down and you can get in the mini and drive off.

Luke Williams, Gwent

HUNTER (XBOX)

Extra Weapons – During play press B, Up, Left, Down, Right, B, B and you'll get a chainsaw, a flame-thrower and a rocket launcher.

Secret Weapons – In the catacombs (it's the room where you save the two sisters), find the spot where the wall is cracked. Shoot it and the wall will open, revealing secret weapons and a permanent strength mode.

Good Ending – save 50 people to get the good ending.

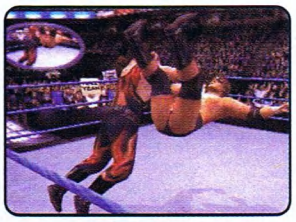
Nightmare Mode – complete the game to get the Nightmare mode. Then complete Nightmare mode for Alternative Hunter mode.

Jason Chau, by email

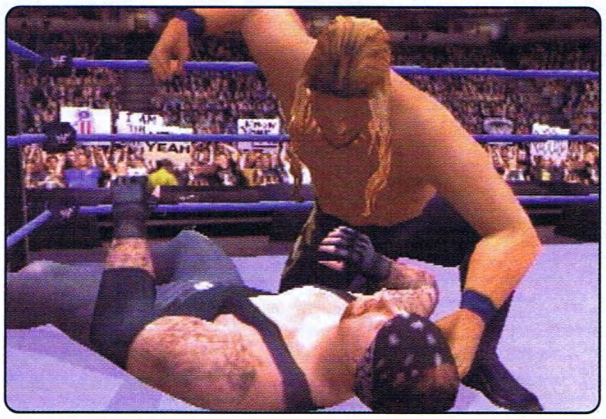
Go to the catacombs for secret weapons.

WWF SMACKDOWN! JBI (PS2)

Unlock Rhyno – Refuse Vince's offer to form a tag team. Talk trash to the first superstar that enters the ring. Then head into the parking lot and speak to Vince. He will put you in a singles match which you must win. Now select stay backstage when the wrestler comes to the ring and speak to Earl Hebner in the lobby, telling him that you're going after the



Head backstage to unlock better wrestlers.



▲ WWF SmackDown! has gone Platinum, so you can get some grappling thrills for £20.

hardcore title. Win it to unlock Rhyno.

Unlock Tajiri- refuse Vince's offer and talk trash on the mic to the superstar that comes into the ring. Talk to Michael Cole and say you were just messing with him. He will tell you that William Regal is looking for you. Go to his office and tell him that you are not interested in the intercontinental title. This will annoy him and he'll make you fight Tajiri as punishment. Beat Tajiri to unlock him.

Unlock Fred Durst – Play as The Undertaker and beat more than 15 people in Slobberknocker mode.

Donald Morrison, Scotland

ZELDA: ORACLE OF SEASONS (GBC)

Loadsa Money – Get the ember seeds from gnarled root dungeon. Now go right one screen from the entrance of the dungeon and burn down all the shrubs to reveal a flight of stairs. Go down the stairs, look for the hooded man and chat to him to get a few hundred extra rupees to play with.

Another way to get lots of cash is to head down one screen from Vasu Jewellers. Then go right one screen, burn all the shrubs and find the scret staircase. Once again look for an odd man and chat to him to get some big bucks.

Cal Russell-Thompson, Sandown

METAL GEAR SOLID (PS2)

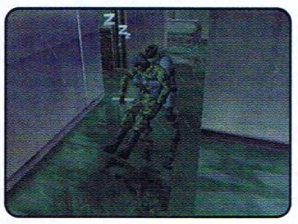
Pliskin in a Box - Once you've met Peter Stillman, go directly to CD Connection Bridge, where you will see a box going up and down the bridge. Shoot the box to reveal Pliskin underneath.

Wake up - Getting tired of waiting for people to wake up? Blast them with your coolant. It's also good for distracting guards.

Parcel to your Dreams - Find a box in the Strut E Parcel Room. At the back of the room there should be a platform you can climb onto. Get in a box on the platform and wait until you hear a bleep. Now press the analogue stick towards the conveyor belt and you can travel to the Level 5 rooms.

Simon Scott, Wrexham

▲ Burn down some shrubs to reveal secret stairs, which will lead to loadsa money.



▲ Want to wake this sleeping guard up? Then spray some coolant in his face.

SUPER MONKEY BALL (GC)

Play All Mini Games With Only 2500 Points – Earn 2500 points in the game and save them to your memory card. Now go to the mini games section and before you choose a game, remove your memory card. You can still play any of the mini games and no points will be removed from your memory card. If you would like to play another mini game, re-set the game and repeat the process.

Unlimited Continues – After unlocking the three mini games, every 2500 play points will earn you an extra continue. Once you have 9 continues, just earn another 2500 points for unlimited continues.

Sam Parker, Harrow

▲ Your monkey will turn his head towards the loacation of the nearest banana.

SEND YA CHEATS AND WIN TOP GEAR!

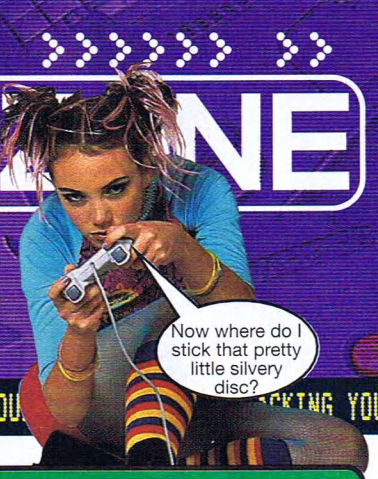
Want to show the world how great you are at games? We're after new, original tips, secrets, glitches and cool things *you've* discovered. As well as showing the world your gaming prowess, each month the sender of the best stuff gets a bundle of peripherals for the console (or PC) of their choice from those wonderful people at Joytech.

Send your tippage to: Masterclass, GamesMaster, 30 Monmouth Street, Bath, BA1 2BW.

Or e-mail: games master tips@future net.co.uk. Only the best stuff gets in!

CONSOLETATION ZONE

Can't beat that nasty boss dude no matter how hard you try? Sounds like you're in need of some serious Consoletation! Why don't you tell us all about it...



CRACKING YOUR CODE CHAOS! ♦ CRACKING YOUR CODE CHAOS! ♦ CRACKING YOUR CODE CHAOS! ♦ CRACKING YOU

MEDAL OF HONOR: ALLIED ASSAULT

Dear GM,
I have just got a copy of *Medal of Honor: Allied Assault* for the PC, and am stuck already. I'm on the second mission and am trying to destroy the U-Boat in Naxos Prototype, but I keep getting killed by the crewmen. Please, please help.
Peter Collins, West Midlands

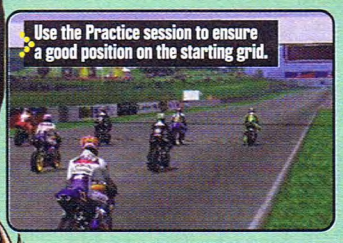
There are two bombs that need to be planted, one at each end of the U-Boat. Once you know where they are it's advisable to pick off a couple of crewmen unnoticed before blowing your cover by planting the bombs. Make sure you do it behind closed doors and without attracting the enemy (remember to use the silencer). Plant one of the bombs then arm the machine gun and sprint through to the other end of the U-Boat to set the second charge while killing the crewmen as you go. Once you've done all that try to escape the same way you came in - then leg it!!!

Use as much cover as possible as you fight off the Germans on your way out.

MOTO GP2

Dear GM,
I am desperately trying to complete the Season mode on *Moto GP 2*, but cannot complete the Spanish circuit Jerez with a podium position. Can you please give me any hints or can you suggest the recommended bike setup I should use. Thank you.
Barry Doleman, Cumbria

Here's our ideal bike setup for Jerez. You may want to try these settings in Practice mode first and tweak them according to your riding style. Good luck.


Use the Practice session to ensure a good position on the starting grid.

Transmission
Drop your gear ratio down by three notches. The slower you set your top speed, the quicker you'll be up through the lower gears.
Handling
Just drop handling down by a single notch. You'll want your bike to be stable while still getting a reasonable response from your controller.
Acceleration
Drop this a notch from default to keep a good balance with the gear ratio. This will reduce loss of traction when exiting corners.
Brakes
Drop this a notch from default so you don't suffer any under-steer. You'll be prone to front end sliding otherwise.
Tyres
16.5 inch tyres are ideal. It's the stability in corners that's important. Steering won't be too heavy because of the Handling setting.

007 AGENT UNDER FIRE

Dear GM,
Having recently completed *Agent Under Fire* on GameCube, I am now desperately trying to get the Gold Medals for all the levels. Can you please tell me what all the Bond Moves are for Mission 8, Fire and Water, and what you get for the Gold Reward.
Matthew Peters, Swansea

Right Matthew, here's the list of complete Bond Moves for Mission 8. Successfully achieve the all these moves and complete the mission with a credible score, then collect the 007 Tokens and you'll receive the Golden Gun upgrade for the Gold Reward.

1: Get crane program using Q-Remote
2: Use Q-Remote to drop crate from first crane
3: Q-Laser door lock to first crane
4: Q-Laser left vent after second confrontation with Bloch
5: Q-Laser right vent after second confrontation with Bloch
6: Use Q-Remote to lower second crane
7: Use Q-Remote to lower third crane
8: Use sniper rifle to remove helicopter pilot
9: Use Q-Claw to reach catwalk and pump arm
10: Use Q-Claw on large tank to reach the other
11: Use Q-Remote on crane to drop enemies standing on platform
12: Use sniper rifle to remove pilot of second helicopter
13: Use Q-Claw to reach top platform

Only when you've got a Gold Medal will you be able to replay that mission and collect the 007 Tokens.

GOLDEN SUN

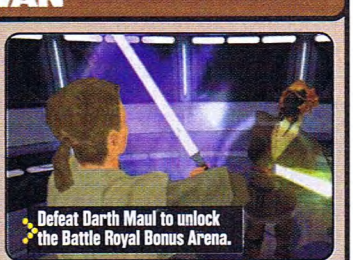
Dear GM,
The game I'm stuck on is *Golden Sun*. I would like to ask what do I do after defeating the Bandits at Vault?
Muhd Azfar, Kuala Lumpar, Malaysia via e-mail

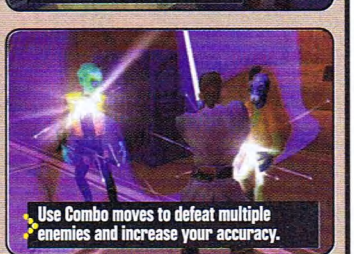
After you've defeated the Bandits, the mayor will come and collect his stolen Urn. Ivan can find Hammet's stolen rod in one of the chests. Now climb back out of the cellar and return to the house where you found Ivan. The Mayor will give you some Water of Life. Before you leave, stop at the inn to get your HP and PP recovered.

STAR WARS: OBI-WAN

Dear GM,
I've been battling my way though *Star Wars: Obi-Wan* on the Xbox but cannot defeat Darth Maul in the final Battle Arena.
Gary Wilson, Kent

Start by moving forward as soon as the barrier shield has been lowered to avoid getting trapped by Darth. Strike him with a Super Force Attack then drop onto the ledge on the inside of the centre pit. From the ledge, use a Force Jump combined with a Sabre Throw to strike Darth above. If your sabre doesn't strike him the first time it will catch him on the way back. Continually repeat this attack and Darth will soon tumble to his death.

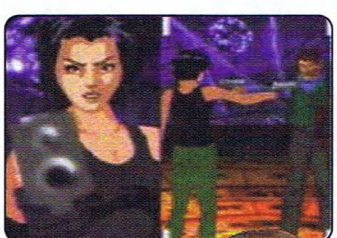

Defeat Darth Maul to unlock the Battle Royal Bonus Arena.


Use Combo moves to defeat multiple enemies and increase your accuracy.

FEAR EFFECT

Dear GM,
I'm really stuck in *Fear Effect*. I'm at the bit where Jin is strapped to the bomb. Every time I cut a wire the timer drops to around 20 seconds. How do I get past this bit?
Stephen Marks, Scotland

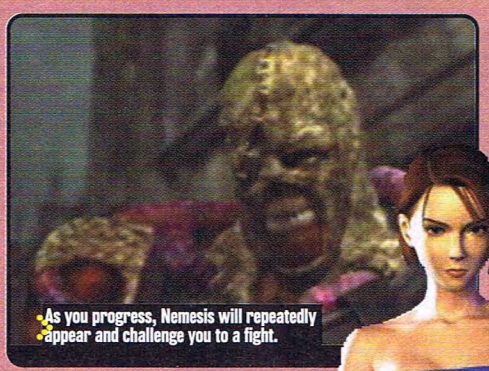
The sequence of the flashing lights as you leave the elevator holds the key. As soon as you use the Blue Keycard and enter the next room you only have six minutes to defeat the guards and deactivate the bomb strapped to Jin's chest. Once you've defeated the guards (without shooting Jin), collect all the weapons and ammo then approach Jin and cut the wires in the correct sequence.



▲ After the cutscene showing Jin as the King of Hell, it's up to you to choose your own fate.

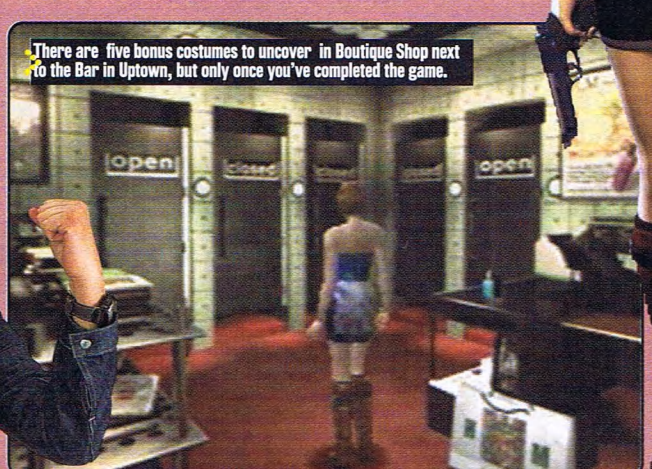
RESIDENT EVIL 3: NEMESIS

Dear GM,
Please, please, please help! I'm seriously stuck on *Resident Evil 3: Nemesis*, and cannot work out the Transformer Puzzle to open the shutters doors in the Sub Station. I've tried various combinations to alter the voltage but cannot progress any further. Can you tell me what to do?
Stephen Coulson, Hull



As you progress, Nemesis will repeatedly appear and challenge you to a fight.

Sure thing Stephen, that's why we're here. If you look on the Transformer you'll notice there are four red and four blue buttons (triangular shaped) for each stage of the voltage transformation. These are used to either increase or decrease the voltage as it moves from one stage to the next. To open the shutter doors you must use the four stages to adjust the voltage so that the final voltage figure falls within the voltage range for that particular door. Dead simple eh!



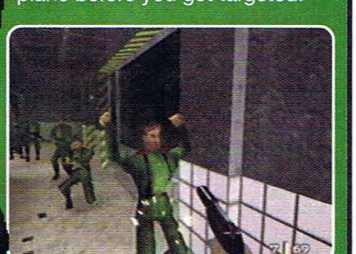
There are five bonus costumes to uncover in Boutique Shop next to the Bar in Uptown, but only once you've completed the game.

CLASSIC CZ

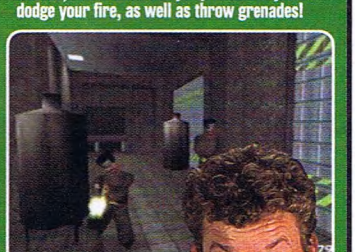
MISSION IMPOSSIBLE

Dear GM,
I really need your help! I'm playing *Goldeneye* on the N64, and have managed to get as far as the Runway mission but keep getting shot down by the sentry gun as I head along the runway.
Ben, Dublin

Head through the door, silence the guard and then collect the mines. Go down the platform to the outside and blast the guard. Leave, then enter the small building and attack the two guards to collect the ignition key. Exit the small building and head straight for the tank. Climb in and drive down the runway while removing the guards as you go. When you reach the sentry gun, fire a tank shell to destroy and complete your second objective. Stay in the tank and dash to the plane to destroy the missile battery with a tank shell then exit and climb into the plane before you get targeted.



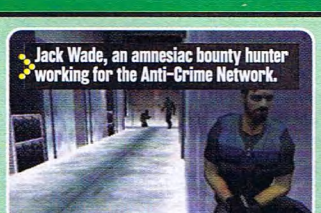
▲ The enemies are very smart. They'll sound alarms, roll around and jump behind object to dodge your fire, as well as throw grenades!



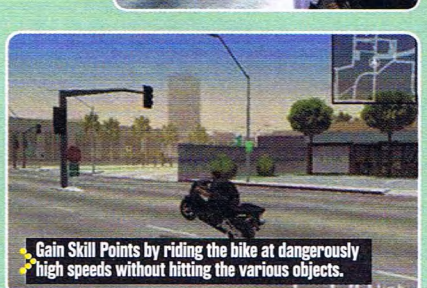
▲ You must silence the guards as you make your way out onto the runway. Head straight for the tank as soon as you have the ignition key.

HEADHUNTER

Dear GM,
In *Headhunter* when you fight Ramirez and his acid spitting spiders, I can't seem to get the safety door open. I have tried shooting at them and then chucking them to the door but nothing happens! Please help me?
Precious Ddembe, Walthamstow



Jack Wade, an amnesiac bounty hunter working for the Anti-Crime Network.



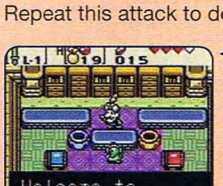
Gain Skill Points by riding the bike at dangerously high speeds without hitting the various objects.

Ramirez will launch three pet spiders at a time. The tactic is to use the Spiders against the door. They can be destroyed with two shots from the Simulator, the first shot will stun the spider which will sit still before exploding. The second shot will make it explode prematurely. Now, destroy two of them, then shoot the last one once to stun it, and 'use' it to change to first-person view. Then aim it towards the door and press 'A' to send it running. Guide it towards the door then press 'A' again to make the spider jump and hit the door. If you time the jump right you can take out the door easily with less than five spiders.

ORACLE OF AGES

Dear GM,
I'm really stuck on the Shadow Hag boss on *Zelda: Oracle of Ages*, for the Game Boy Colour. Please can you help me?
Anthony Fairclough, Preston

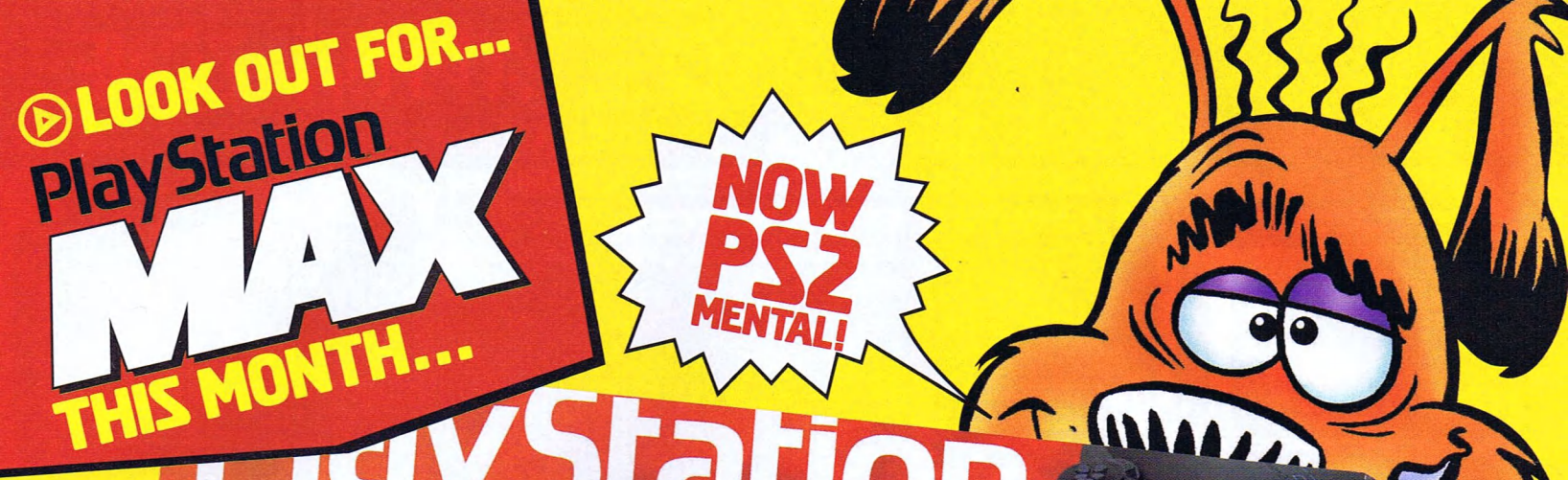
The Shadow Hag will split into four and run around the room. You dodge the shadows by jumping over them with Roc's Feather to avoid losing energy. When the shadows merge together and the butterflies have been released, Hag will appear. While facing away from Hag, bounce seed off the wall at her. Repeat this attack to defeat her.



◀ You can get items like Roc's feather that allows you to jump over holes.

LOOK OUT FOR... PlayStation MAX THIS MONTH...

NOW PS2 MENTAL!



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of fighters returns...
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TUROK EVOLUTION

It's pure dino-might!
The ONLY verdict that cour

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PREVIEWED!

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(*AND CRAP ONES

NEW GAME REVIEWS

BRITAIN'S BEST REVIEW ZONE! ♦ BRITAIN'S BEST REVIEW ZONE! ♦ BRITAIN'S BEST REVIEW ZONE! ♦ BRITAIN'S BEST REVIEW ZONE! ♦ BRI

REVIEWS EDITOR

We're going to see even bigger months as we build up to a console war Christmas, but for the end of summer, you really can't fault the her-ugeness of the games getting reviewed this month. *Oni 2*, *Turok* and *WWE Raw*, to name but three, could pummel pretty much any opposition in terms of long awaited largeness. Turn over to get stuck in!

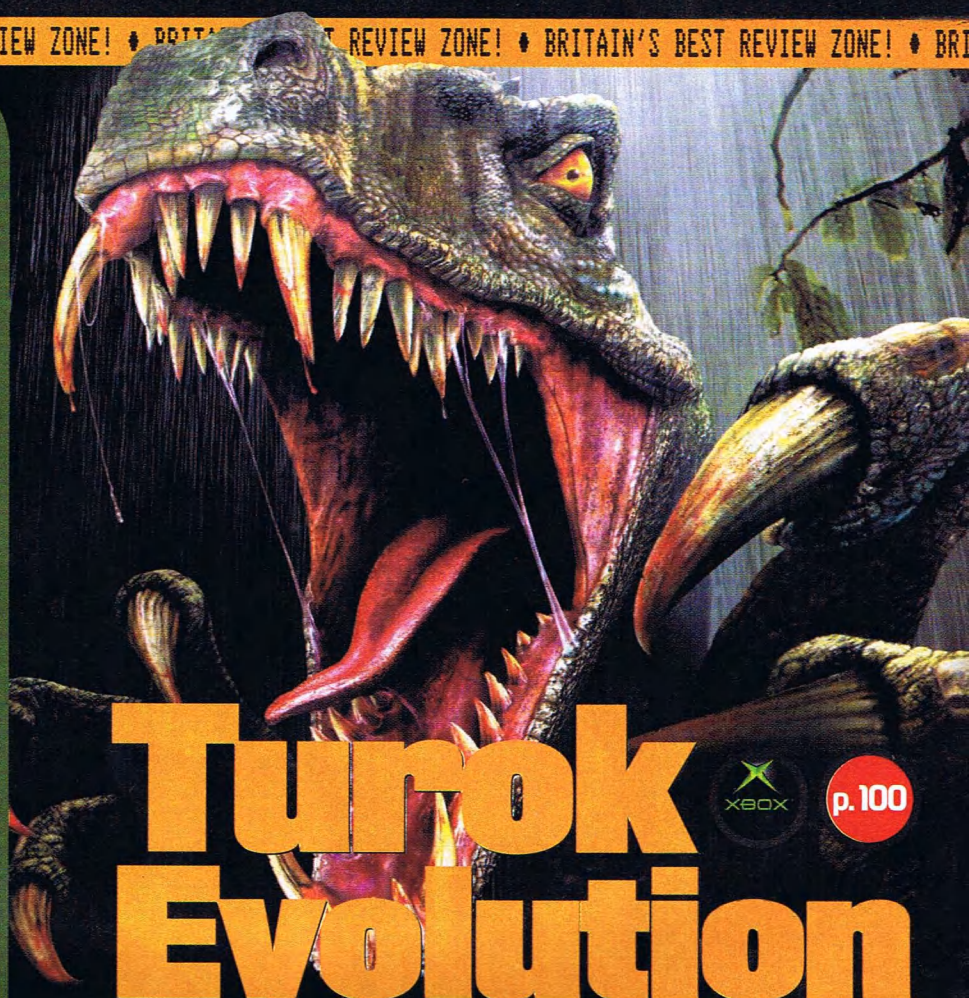
Richard Melville

ONIMUSHA 2

p.78

THE THING

p.96



Turok Evolution

XBOX

p.100

WATCH OUT, DINOSAURS! TUROK'S BACK AND HE'S GOT AN ARROW WITH YOUR NAME ON IT!

THE SCORE

90 to 100% Tippety top cream of the crop. If you own the console, buy this!

80 to 90% A great game. If you like the sound of it, you should get it in.

70 to 80% Neat enough but a little lacking. Still, if you really must have it...

60 to 70% A game scuppered by an annoying flaw or two. Shame.

50 to 60% Above average but only just. Spend your cash elsewhere.

40 to 50% Quite simply not very good. We played it – we didn't like it.

30 to 40% Oh dear. Perhaps the programmers should play some 'games'.

20 to 30% What the...?! This looks awful and plays awful as well.

10 to 20% Not a videogame at all but a device of mental torture.

0 to 10% Like dangling your diddlies in a mincing machine.

THE VERDICT

Factpack
The stuff you need to know...

Drivers	22
Manufacturers	11
Circuits	17
Levels of Difficulty	4

Your 'at a glance' guide to the game's features. How many levels? Bosses? You'll find it here.

Softography
These guys have also made...

FIFA '98	88%
FIFA '99	90%
FIFA 2000	75%
NHL 2000	45%
NBA LIVE 2000	91%
MADDEN NFL 2000	58%

Are the game's makers hot or not? Want to know what games they've made before? It's all here!

If the game scores over 90%, GM awards it a Gaming Masterpiece. These games are among the very best you can get so snap 'em up!

It's crunch time. Here's where you'll find the real deal for every game. Each title is rigorously assessed in three disciplines:

Graphics: What does it look like? Does it move smoothly? Enough variety?

Gameplay: Does the game *work*? Is it satisfying and fun to play or a pain in the cheeks?

Lifespan: Is there enough of it? Will you be playing this title for months or mere minutes?

Judgement

GRAPHICS Perfectly acceptable, and you certainly get the impression of being airborne.

GAMEPLAY A bit muddled, what with multi-levelled racing and unclear combat elements.

LIFESPAN If you yearn to race a plane, you'll love this, but otherwise it's all a little tame.

N-Gen Racing is a competent title, but loses out due to its lack of any real impression of speed and a erratic combat system.

Overall 70%

GAMING MASTERPIECE

The final verdict in one snappy soundbite with the only score that counts at its side.

REVIEWED THIS ISSUE...

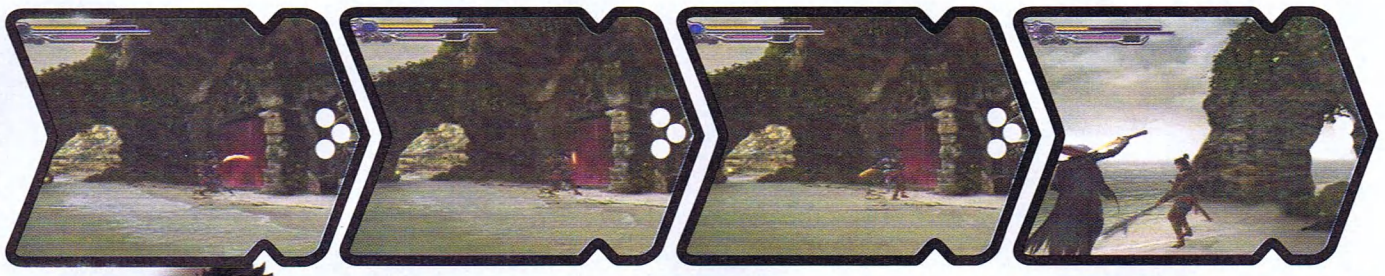
ONIMUSHA 2 (PS2)	78	RIDING SPIRITS (PS2)	95
WWE RAW (XBOX)	82	LETHAL SKIES (PS2)	95
MEDAL OF HONOR (GBA)	84	THE THING (PS2)	96
SILENT HILL 2 (XBOX)	85	TUROK EVOLUTION (MULTI)	100
BEACH LIFE (PC)	85	MATT HOFFMAN'S PRO BMX 2 (PS2)	102
WARCRAFT 3 (PC)	86	KLONOA BEACH VOLLEYBALL (PS2)	103
FERRARI 355 (PS2)	87	WHO WANTS TO BE A MILLIONAIRE? (GBA)	105
TEKKEN 4 (PS2)	88	GEKIDO (GBA)	105
BRUCE LEE (XBOX)	90	CAPCOM VS SNK EO (GC)	105
CONFLICT DESERT STORM (PS2)	92	MAFIA (PC)	106

Reviews Round-up p105 Stitch: Experiment 626 (PS2) • Ejay Clubworld (PS2) • SmackDown! 2 (PS) • Galerians (PS) • Return To Castle Wolfenstein Special Edition (PC) • Tony Hawk's 3 (PS) • Evil Dead: Hail To The King (PS) • Jak & Daxter: The Precursor Legacy (PS2) • Cricket Team 2002 (PC) • Quake 3 Gold (PC) • Giants: Citizen Kabuto (PC) • International Cricket Captain 2002 (PC)

Slip into a cast iron polo neck, as the swords swing in *Oni 2*

REVIEWER

Alex Cooke



OUT: OCT | FORMAT: PS2 | PRICE: £35 | DEVELOPER: CAPCOM | PUBLISHER: CAPCOM | SPECIAL FEATURES: NONE | OTHER FORMATS: NONE | CALL: 0208 846 2550 | PLAYERS: 1

GAMING MASTERPIECE

They fight with **honour**, they fight with **dignity**, they fight with **ruddy big swords...**

Onimusha 2

Samurai's Destiny

Pre-rendered backgrounds and prehistoric controls, some things never change in the world of *Onimusha*. Analogue addicts can't twitch these sticks or investigate the stuff in the background because just like Racoon City before it, this slice of feudal Japanese life comes right out of a six year old game of fixed cameras and fiddly controls.

But do we care? No! So what if *Onimusha 2* is a buffed, polished and updated version of the same old system Capcom have been using for ages, because in no other game do you get to plunge a katana through the black heart of a floored demon, give it an evil twist and absorb its soul before turning that power on his underworld's chums. Yeah, this is survival horror, but now it is the undead that are fighting for their lives.

Softography

These guys have also made...

Resident Evil	90%
Resident Evil 2	93%
Resident Evil 3	94%
Resident Evil Code: Veronica	94%
Onimusha: Warlords	90%
Resident Evil (GC)	94%

SOULESS

One difference that seasoned samurai will spot immediately is that this soldier isn't the kind to live life solo. Jubei Yagyu might be a wandering clan leader who finds his family, his friends and his whole damn tribe butchered by the warlord Nobunaga Oda, but it hasn't made him bitter.

Okay, so he might have sworn bloody revenge on the demon and

The Valley Of Our Souls

Thanks to a magical tattoo carved into Jubei's hand he has gained has the power to absorb the spirits of the defeated demons by sticking his mitt out and waiting for them to bob slowly into his grasp. Using their power lets this soul reaver survive the onslaught of the dark forces of Nobunaga.

▲ The smaller yellow orbs restore Jubei's health and zip straight into your hand. That way you take less of damage while you wait.

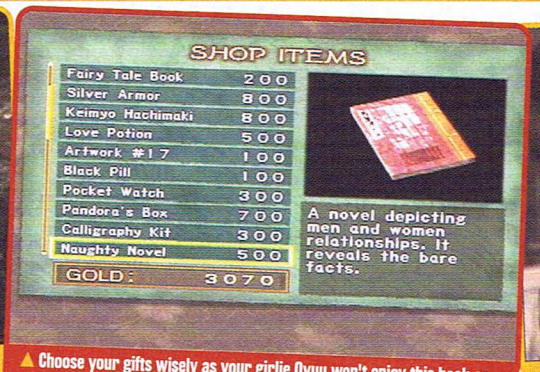
▲ Different weapons release different amounts of orbs and these purple one add to your experience which can be swapped later for upgrades.

▲ Collect six of the slowest orbs and you become Genma Onimusha, the temporarily invincible warrior who also dishes out double damage.

Presents And Correct

Not seen before in the original *Onimusha*, you need to win friends and influence people into joining your battle against the demon warlord Nobunaga. Time to whip out your charm and your wallet.

▲ Magoichi and Ekei are both playable, the slaphead is master of the blade while our nearer hero prefers the way of the gun.

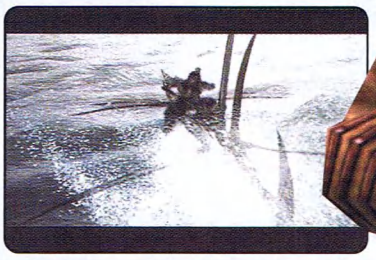


▲ Choose your gifts wisely as your girlie Oyuu won't enjoy this book as much as Ekei. The result is a loss of friend points.

▲ We couldn't resist trying our luck with Oyuu. Well, we're boys!

The Best Bit

Better even than the Issen move is watching Jubei slam his sword through a prone enemy to deliver a killing blow then standing on the corpse's chest to pull it out. It's still great!



met up with a mystic madge who grants him to the ability to absorb the underworld's powers through a tattoo on his palm, but for this fighter friendships are vital.

NURTURE BOY

So as the plot unfolds we are introduced to four friends all with their own killing skills because these various vicious allies like to pop up at crucial moments to help out with battles, bosses and useful advice. Of course, like any new pals these relationships need to be nutured with presents and protection if they are to flourish. If you cultivate your caring side and take the soppy approach loading up your betrothed with rings and things, she will fight by your side and when the character change comes, that is who you will become. But if you don't want to end your days as a nimble but feeble female Oyuu then you should shower your affection on the superior swordsmen Ekei, sureshot Magoichi or ninja Kotaro. It is a system that might seem a bit RPG-lite at first, particularly with all the gift giving, but those extra plots and twists quickly swell the replay value to Mr Creosote proportions.

Apart from the social side, the greatest feature of *Onimusha 2* remains the core business of combat.

> ...much of your time is still spent **defeating hordes of demons** with simple combos, but **slashing the steel** never gets tiring...

Factpack

The stuff you need to know...

Playable Fighters	5
Hours of swordplay	15
Dark Realms	2
Weapons	5

Killing has rarely been this much fun. Much of your time is still spent defeating hordes of demons with simple combos but slashing the steel through the skull of a lizardman never gets tiring when there is so much variety in your foes.

GOLDEN HORDE

Your main move might be simple but as the skeletons surround you there are few more satisfying sights than a perfectly timed block and combo attack setting off a chain of lightning slashes that carve through their

The Puzzle Box

Take your brain out and pop it into a jar next to the PS2 because you ain't going to need it for the next 15 hours.

▲ The standard sliding puzzle demands about two grey cells to shift the tiles about. Or just try again.

▲ Just call us Carole V. If you can add up to fifteen or have a full set of toes and fingers, this is easy.

▲ These moving spikes look scary but the puzzle still gives you three goes at getting it right.

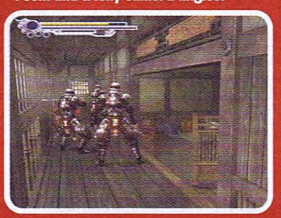
Location, Location, Location

Crossing between Jubei's village, through a gold rush style mining town and onto the final battle with Nobunaga, every screen is magical. It's like watching a good old-fashioned samurai movie - only this time you're in charge.

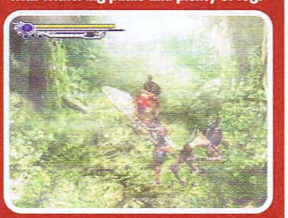
▲ Even the mud back in the village looks superb as Jubei sinks into it.

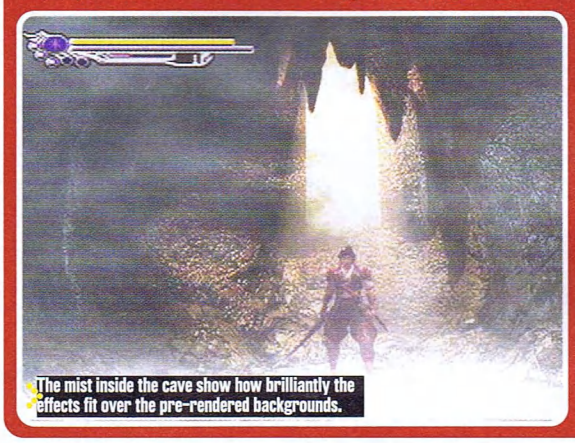
▲ This bustling town is full of little details including a market and general store.

▼ The rooms become a pain with less room and tricky camera angles.

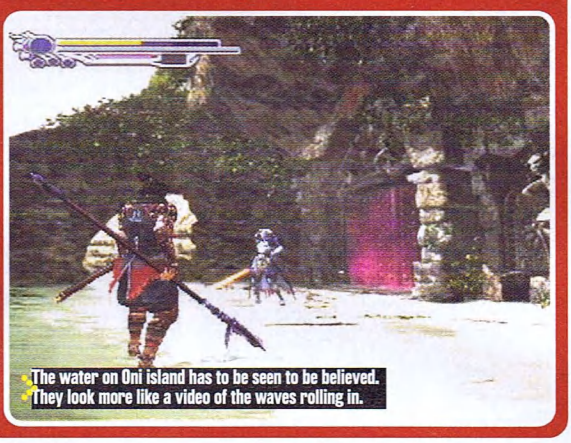


▼ The Misty Forest lives up to its name with withering paths and plenty of fog.





The mist inside the cave show how brilliantly the effects fit over the pre-rendered backgrounds.



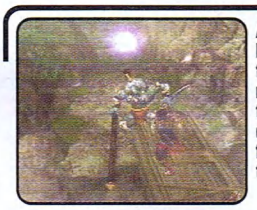
The water on Oni island has to be seen to be believed. They look more like a video of the waves rolling in.

Devil's May Cry!

These bamboo hatted lizards are the foot soldiers of Nobunaga's army. They bleed pretty easily too.

You need to master that blocking move once these aggressive dead wood scissor hands step up.

After all the great demonic designs these robots are the worst looking foes we have encountered.



Armed with half a tree trunk and on a narrow bridge these ogres demand some fast footwork to stay alive.

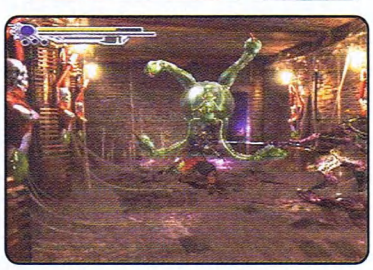
Spirit Level!

Collecting souls lets you power up your weapons. The more reddish globes you absorb then the greater the enhancements.

The Buraitou sword relies on the power of thunder to strike down its foes with a fork of lightning.

The Hyoujin-Yari pike freezes its enemies with a blast of ice, shattering them with a second strike.

The third blade uses the power of the wind but the brand new warhammer starts earthquakes.



▲ Where would we be without that old Capcom favourite the herb? Probably dead in *Resi 1*.

▲ Chatting with villagers can turn up extra mini quests to recover mission melons. No, honestly.

brittle bones like a limp lettuce. Add in the magical moves that come with each sword and the chance to power-up your equipment with the souls you suck from the deceased and you are armed to take on every ogre between here and Toyko. Is it satisfying? Yes. What about gory? Definitely? But is it enjoyable from the first time to the fifty third? Hell, yeah!

LETTUCE PREY

Capcom's decision to stick with the fixed cameras might put off many who see the technique as retro, but like the recent *Resi* retread the result is to keep make your underground adventures feel cramped and cautious without having to resort to constant cut-scenes to crank up the tension. Of course, the other effect is to let Capcom produce some of the most astounding backdrops ever seen.

From the rain soaked *Seven Samurai*-style mud of the first village to the perfectly rendered waves that gently lap the shore of the Oni island, they all manage a degree of beauty that no-one could argue with. Not only are the backgrounds cluttered and cramped with the kind of detail only pre-rendered worlds provide but they are embelished with some astounding lighting, mist and rain effects. Take the Misty Forest level for example, the name doesn't do it justice, not when you can feel the dank, wet, fetid forest closing in all around you.

> **...stealth is never an option, dodging battles is something you can't do too often in these cramped corridors and narrow passes...**

PLAY MISTY FOR ME

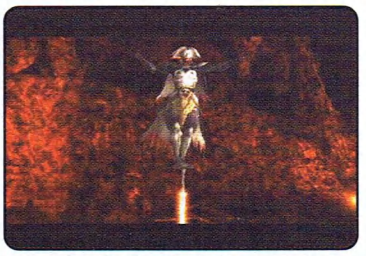
With such a serious emphasis on action, *Onimusha 2* does lack a little in depth. Stealth is never an option, dodging battles isn't something you can't do too often in these cramped corridors or narrow mountain passes either, but the whole game has been designed to be logical and friendly so the puzzles that you encounter can always be completed without scratching the skull or using a cheat. Even when it comes to collecting the

Hades Heroes!

Bosses are as rare as dinosaur eggs but like the boiled delicacy they do have a nasty habit of repeating on you.

▲ Twice you have to face this four legged freak until finally he turns up all twenty of his toes.

▲ As vain as she is annoying, this furry freak is Nobunaga's girlfriend but she only lives once.



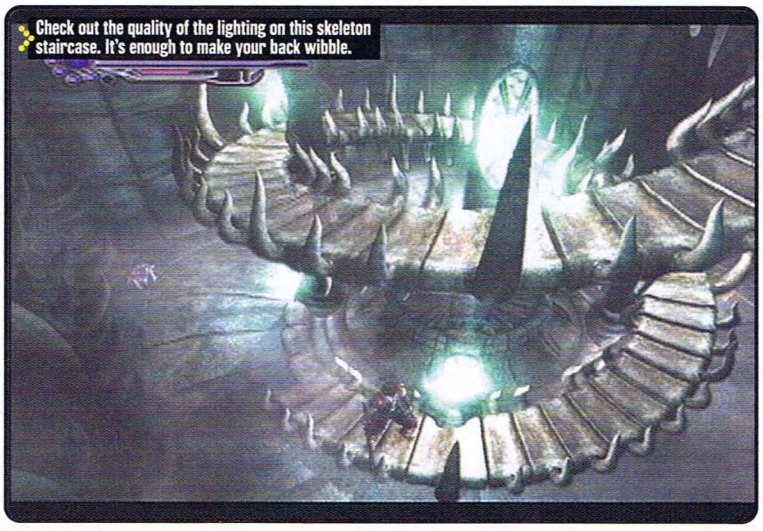
▲ Gogandantes is a demonic swordsman who blocks everything you throw at him. Quick, find the fight blade.

Sabre Wolf

Clever swordplay is the secret to Jubei's survival. Triggering combos is a simple matter of hitting ⓞ, but for real damage he can resort to more magical moves. Bashing R1 charges his blade till it glows helping him perform fatal strikes and Ⓐ launches its magical move.

▲ Once an enemy is down, standing over them will slam your sword down through their chests. Gory. That's a point, I fancy a kebab...

▲ Deadliest of all is the Issen move. Block and counter-strike and you will slaughter all your foes. And slaughtered foes is what you're after.

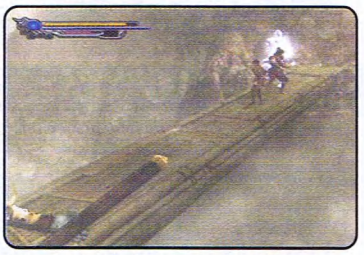


Check out the quality of the lighting on this skeleton staircase. It's enough to make your back wibble.

Fiends Like These!

So you have given them flowers and listened to their boring stories. Now they will join you in war.

▲ Slapheaded monk Ekei carries a huge pike and so is a bit tasty when it comes to defeating demons.



▲ But after helping Oyuu escape the original castle from *Onimusha*, she joins in the dust-ups.

▲ Finally Oyuu becomes playable.

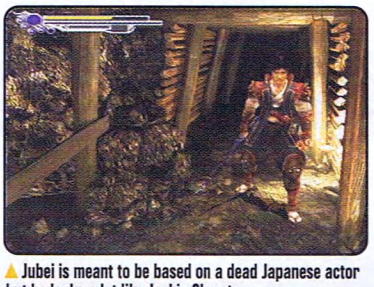
orbs and items needed to open up the next area there is never any need for backtracking. Instead the only time you need to retrace your steps is when you come back again to see the alternative stories of the other characters and fight with a new friend by your side.

ANALOGUE LACK

Of course there are elements of *Onimusha 2* that are less than perfect. The control system still needs that overhaul we've been begging for since Capcom first deployed it, and the lack of an analogue option is pretty disgraceful now that every game from *Metal Gear* to *Metal Slug* uses it. The camera too can still be a problem. Sure there aren't many gaps between the views for lizardman to lurk in, but sometimes in extended dust-ups with bosses the quickly changing shots can leave you confused when you need to be sharper than ever.

KEYS TO THE GRITTY

Similarly, the inventory screen still has as much style as it did six years ago because when this game is stripped to the bone the skeleton revealed is the chewed carcass of *Resident Evil*. From the glinting keys to the slight pause between locations where you half expect an opening door to appear, this is a six year old idea powering a bang up to date game. But that is really missing the point of *Onimusha 2*. It isn't going to please anyone looking for real substance, variety or depth in their fantasy world because this is a good old fashioned bloody beat'em up that wallows knee deep in its own vivid, visceral violence. It's a fantastically entertaining slice and dice adventure that glories in the on-screen gore. It isn't big, it isn't clever but it is polished, poised and perfect for impressing everyone with your prowess and your PS2's power. *Onimusha 2: Samurai's Destiny* isn't just a slash'em up, it's an undead abattoir.

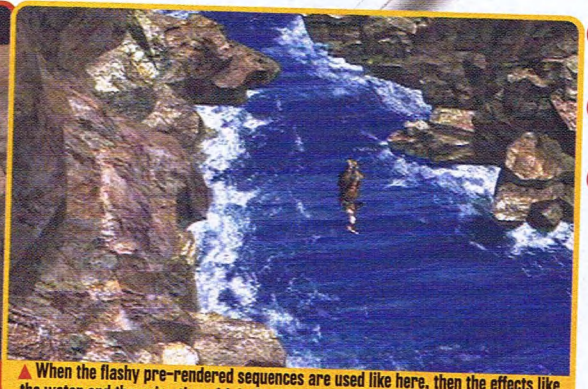


▲ Jubei is meant to be based on a dead Japanese actor but he looks a lot like Jackie Chan too.

Cut Scenes

Oni 2 doesn't rely on tons of boring cut-scenes to tell the story. There are few. But when they do appear the effect is pretty darned awesome. Just look at these...

▲ Most of the chatter between major characters uses the standard in-game engine and the outstandingly detailed character models.



▲ When the flashy pre-rendered sequences are used like here, then the effects like the water and the animation of Jubei's dive are stunning.

Judgement

GRAPHICS Sumptious and sublime with believable motion captured characters and bags of gore.

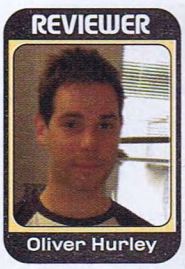
GAMEPLAY The fixed camera combat system comes with all its glories and nasty flaws.

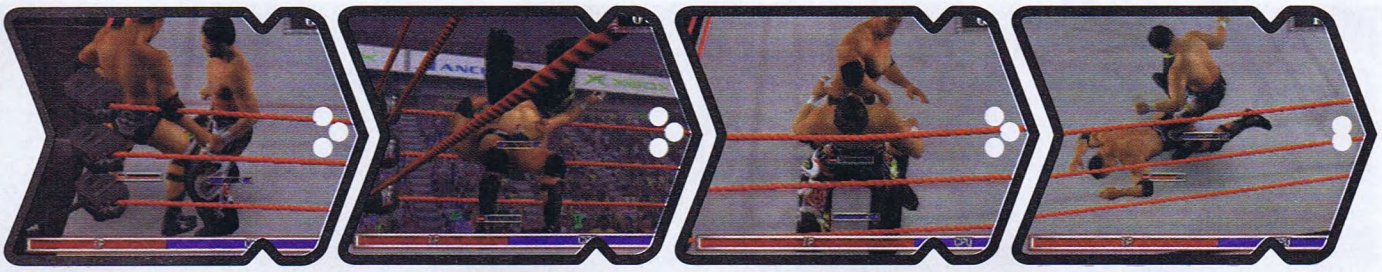
LIFESPAN About 15 hours of first time fighting bloated with plenty of replay value and sub stories.

Sure it's formulaic, but what a formula! Brutal, bloody and brilliant with a massive body count. Few can match its looks.

Overall

90%





OUT: SEPT | FORMAT: XBOX | PRICE: £45 | DEVELOPER: ANCHOR INC | PUBLISHER: THQ | SPECIAL FEATURES: NONE | OTHER FORMATS: NONE | CALL: 01483 767 656 | PLAYERS: 1-4

Umbrella Cure

Kick open the boxes that litter the ringside area and you'll uncover all sorts of weird 'n' wonderful secret items – of which there are just under 200 different ones in all. The pink brolly remains a perpetual favourite, as does that devastating addition to your arsenal, the giant foam finger.

▲ Nothing can stop HHH – except the foam finger.

▲ You can't use that lamp to recreate the Jaws electrocution scene from *The Spy Who Loved Me.*

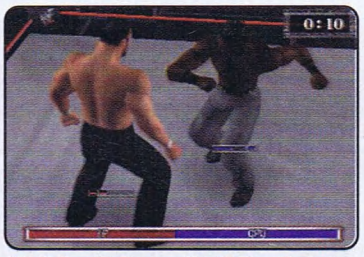
▲ Quite how they managed to get this one past the WWE censors is a mystery to us...

Xbox's first wrestling effort *finally* sees a UK release. Sadly, it wasn't exactly worth the wait...

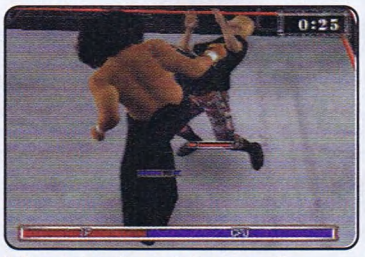
WWE Raw

Where Are They Now?

The game's roster is best described as curious. We can't imagine many people remembering (or caring about) the likes of K-Kwik or Haku, even if he did have a cool afro. How many of these can you recall?



▲ K-Kwik vs Mr Charisma himself, Steve Blackman.



▲ There just aren't enough afros in wrestling.

▲ Since this was coded, Taka's gone back to Japan.

Considering the sheer volume of WWE games that they churn out these days, publishers THQ have had a pretty good run of consistently entertaining titles. But all good things must come to an end - yes, even in wrestling. *WWE Raw* marks the end of an era.

Wrestling, of course, offers an ideal spectacle for videogame translation, with its heady mix of fighting, soap opera storylines and, er, "24 inch pythons." Yet, somehow, *WWE Raw* manages to transform something that is inherently over-the-top and a bit mad into being, well, really rather dull. It's not so much that *Raw* is a terrible game - it's perfectly passable in many respects - but it's just *soooo* run-of-the-mill you begin to wonder why they bothered.

Softography

These guys have also made...

WWF Raw (NTSC)	72%
Ultimate Fightling Championship	88%
Toy Fighter	65%
Fighting Cup	n/a

KID'S GLOVES

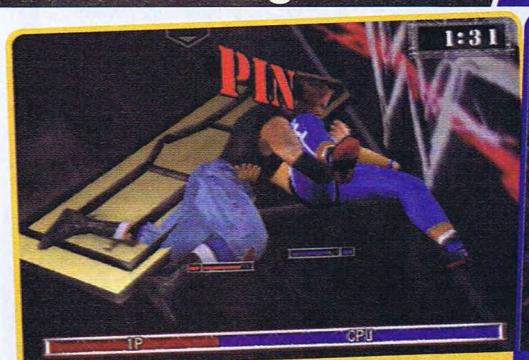
As previously mentioned in GM, *Raw* was always pushed as being the more 'adult', hard-hitting strand of the WWE gaming family, compared to the (we suppose) more 'kiddie'-orientated *SmackDown!* and *WrestleMania* offerings. Based on this, give us kiddie any day. The controls and handling, for starters, are mighty odd, with a bizarre floaty sensation being readily apparent - so you never get the real sense of satisfaction you'd associate with pasting someone with a powerbomb or, indeed, a smack across the chops with a steel ladder.

NO PAL OF MINE

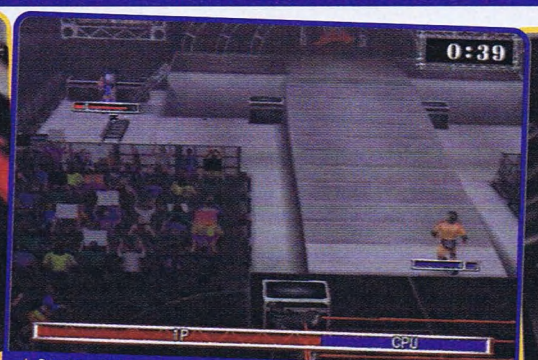
And if you've ever played any of the *SmackDown!* series, you'll think this game's half-finished when you take a gander at the menu screen. In lieu of the multitude of matches, modes and options associated with the mighty PlayStation games, you're here

Brawl Through The Hall

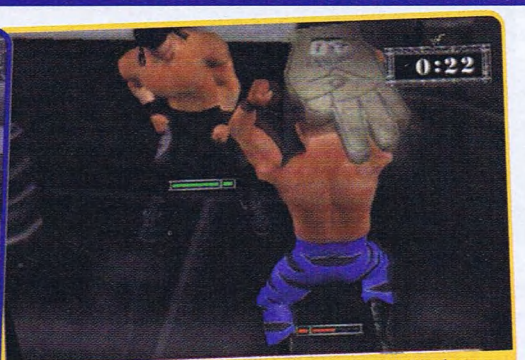
While you can brawl outside the ring, down the aisle and even in front of the giant Titantron screens, there are no backstage areas to fight in. Something of an oversight, if you ask us...



▲ Hardcore matches allow you to pin your opponent anywhere... but there's a distinct lack of *SmackDown!*-style backstage areas.



▲ One thing it does give you are small areas to the side of the entrance ramp that are laced with folding chairs and other assorted weapons.



▲ At least you've got more foreign objects than you can shake a foam finger at. But the novelty soons wears thin – there's just not much depth.

Create-a-Freak

The ubiquitous Create mode obviously makes an appearance. It's not as good as the one in the *SmackDown!*s though.

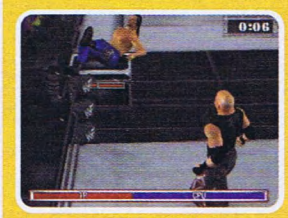
You can either create a wrestler from scratch or make use of one of a number of templates on offer.

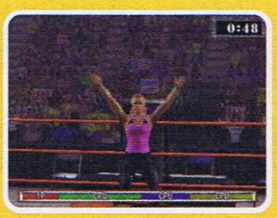
There are some pretty cool elements on offer but it lacks the sheer flexibility of *SmackDown!*'s superb Create function.

Along with appearance, you can also devise your grappler's move set and various other characteristics.

The Road To Championship Glory...

There's no Career or Story mode as such. Instead, the nearest you get is the Title Match option in which you simply have to plough through a number of successive opponents. Bagging the Women's title won't prove tricky.



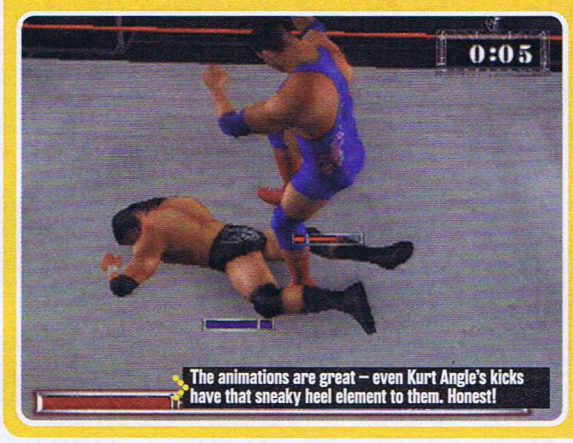


▲ The difficulty of each title quest depends on which belt you're going for.

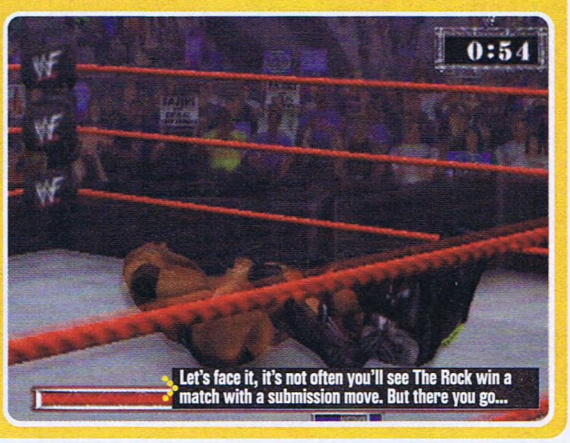
▲ Obviously belts such as the Women's or Hardcore ones aren't too tricky to lift.

▼ No story elements – you just have to win a few matches in a row.

▼ The number of matches you have to win depends in which title you're after.



The animations are great – even Kurt Angle's kicks have that sneaky heel element to them. Honest!



Let's face it, it's not often you'll see The Rock win a match with a submission move. But there you go...

offered a choice of Title Match, Exhibition, King of the Ring and the compulsory Create-a-Wrestler. And that's it. No seriously, it is.

So far, so mediocre. But what *really* grates about the PAL release of *WWE Raw* is that it's exactly the same as the version of the game that was released in the US way back in (wait for it) February. That's right, not a single update or modification has been included to take account of the lag between when it was originally coded and when it will be available in UK stores. Hence, the selection of characters on the roster is absurd. There's no Hulk Hogan, Brock Lesnar or Shawn Michaels but you do get Taka Michinoku, Haku and even K-Kwik – who was in the then-WWF so long ago, even his own mum's forgotten he ever used to be a part of the whole shabang.

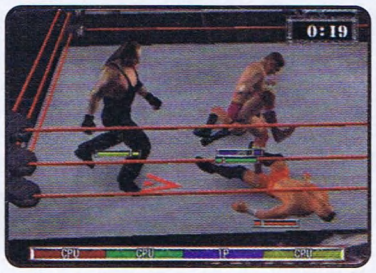
... but what really grates about the PAL release of *WWE Raw* is that it's exactly the same as the US release from February...

BUYER BEWARE

So while the US version of the game received 72% back in GM119, the PAL version deserves harsher treatment because the near-eight month delay has had the knock-on effect of making the roster look dated.

There's no doubt it looks nice with some of the power of Xbox used to animate some of the most realistic superstars we've seen. But its cause is hardly helped by the humdrum gameplay and severe shortage of variety in the modes, especially in the light of the general high quality and wide selection on offer in most of the other WWE efforts.

In short, this is the worst WWE/WWF game since the Dreamcast/coin-op *Royal Rumble* debacle. Our advice? Hang on in there for PS2's *SmackDown! Shut Your Mouth* instead.

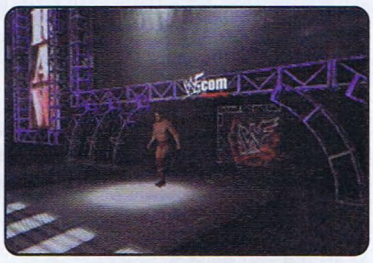


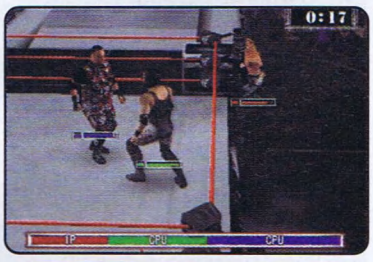
▲ Tornado matches with your mates are a good laugh, especially when you can kick them in the 'nads.

Factpack

The stuff you need to know...

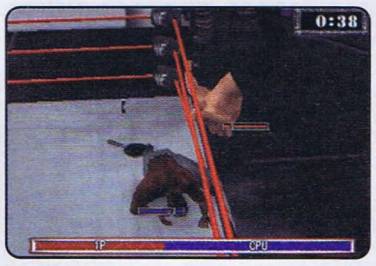
Modes	4
Characters	43
Secret characters	4
Unlockable items	178





The Best Bit

THWUNK! Call us sadistic but catching your opponent square in the jaw with a steel chair always satisfies.



Judgement

GRAPHICS Solid, chunky characters and impressive entrance sequences but sadly drab and lifeless.

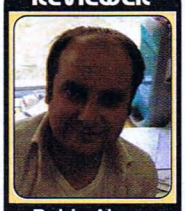
GAMEPLAY Absolutely nothing special – depresssingly workmanlike with nothing to inspire.

LIFESPAN There's not much to it and it won't exactly entice you back for that one extra go.

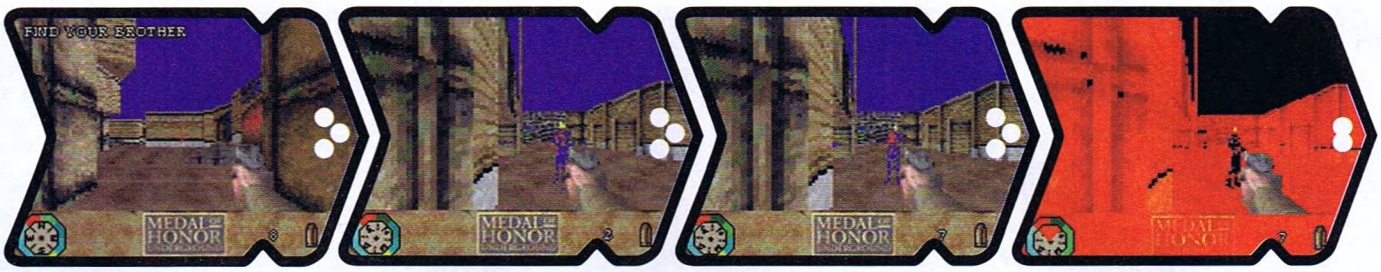
Considering the power of the machine it's on, this is a massive disappointment. The huge delay in release didn't help, either.

Overall 64%

REVIEWER



Robin Alway



OUT: SEPT | FORMAT: GBA | PRICE: £30 | DEVELOPER: EA | PUBLISHER: ZOO | SPECIAL FEATURES: LINK-UP | OTHER FORMATS: PS | CALL: 0114 241 3700 | PLAYERS: 1-4

Bottle Out

In one of those curious quirks that differentiate video games from reality you can carry around eight smouldering petrol bombs.

They're great for lobbing at baddies when you get bored of the ultra-powerful auto-aiming weaponry.

They also make short work of trucks and crates of "evidence". Even Molotov can't have anticipated it.

For the best effect, throw all eight at once and watch those blue squiggles scramble for cover.

▲ That green thing could be a hedge, but we're not sure about the brown line.

And, indeed, it **does look like** it's just been **dug up from the vegetable** patch...

Medal of Honor Underground

It would be asking a bit much to expect Nintendo's plucky pocket console to match the PC and PlayStation versions of *Medal of Honor* in the image-quality stakes. But we weren't quite expecting this horrid, nasty mess.

Occupied France, it seems, consists of mile after mile of sludgy brown, with occasional grey specks and some funny green bits. Every so often, if you squint really hard at the screen, you may spot little blue squiggles in the distance. These, it turns out, are enemy soliders, so you'll need to hammer the fire button to merry heck until they die.

SMURF ACTION

The trouble is, while the full-sized versions of *MoH* actually throw you into World War 2, with Luger-toting SS-Obersturmbannfuhrers around every corner, here you could be anywhere. Those blue squiggles could be Smurfs for all you can tell. They do make an effort to shout at you in German, but unfortunately every time you hit them it sounds like they're saying "Feels good!"

Softography

These guys have also made...

Tiger Woods PGA Tour Golf 2002	84%
Rumble Racing	73%
Theme Park Inc	84%
SSX Tricky	94%
Clive Barker's Undying	65%

SCENERY MUNCHING

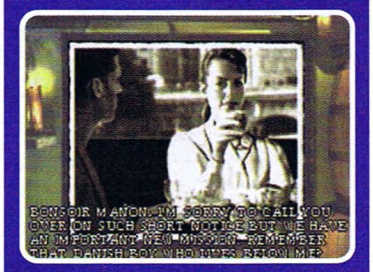
Once your eyes adjust to the grubby graphics, *MoH* does get marginally more impressive. It's possible to make out that you're sneaking around occupied towns, blowing up trucks and swiping documents from German officers' desks. But too often you get tangled up in the scenery, or find yourself in a gun battle with some poor Gerry on the other side of a locked door, and you wonder whether they might have been better off sticking with the old 2D.

With the ludicrously powerful auto-aim ensuring you never miss, it's only later on, when the Germans cunningly don grey uniforms, that the Reich ever threatens to gain the upper hand. But that's only because the graphics are so ropy you can be standing right behind one and not realise he's there.

Metal Gear

The menu screens and things look like they've been swiped from the PS version and reduced on the photocopier.

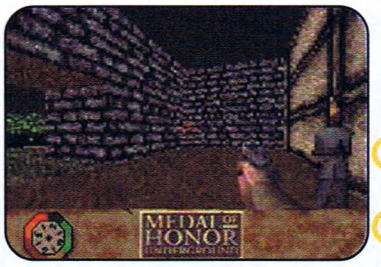
▲ It's got one of those confusing menu screens where the cupboard is "Options", and so on.



▲ You'll need microscopic super-eyesight to read the briefings. (We're all moans today, aren't we?)

The Best Bit

We're not, strictly speaking, underground, although the graphics are so grubby it often looks that way.



Judgement

GRAPHICS In a word - eurch. Might look OK in the grabs, but when it's moving you can't see a thing.

GAMEPLAY Walk around and press fire when you see a blue squiggle. Very testing. Yawn!

LIFESPAN Seems to be plenty of it, but it's a doddle to romp through, so it might not stretch you.

Fails to capture the atmosphere and excitement that makes the grown-up versions so great. 2D might have worked better.

Overall 47%

OUT: NOW | FORMAT: XBOX | PRICE: £40 | DEVELOPER: KONAMI | PUBLISHER: KONAMI | SPECIAL FEATURES: NONE | OTHER FORMATS: NONE | CALL: 01895 470 503 | PLAYERS: 1

The fog's thick, the pad's rumbling and he's still looking for his missus. **Sound familiar?**

Silent Hill 2 Inner Fears

Make a Wish

Born From a Wish is the Xbox only sub game. But apart from the fact that you're playing as Maria it's pretty similar to James' adventure.

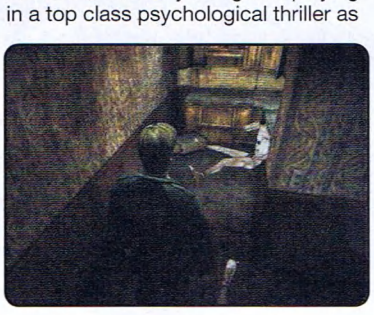
Unlike James, Maria is armed with a handgun from the off, so you can shoot down those disgusting monsters.

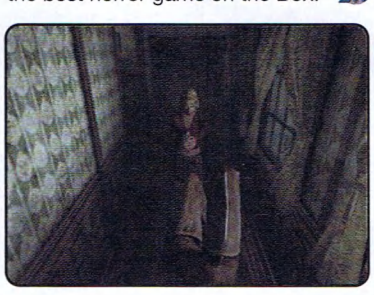
It may be just a sub game, but Born From A Wish gives you 6 extra hours of gameplay. That's a whole quarter of a day!

Michael Fish would love *Silent Hill*. Being a weather forecaster in this town must be the easiest job in the world. What's it's going to be like tomorrow, Michael? Foggy, by any chance? Some low cloud?

If only life was that simple for James Sutherland, the star of *Inner Fears*. As any *Hill*-billy will tell you, this is the closest you'll get to playing in a top class psychological thriller as you wade through the fog finding clues about your dead wife, solving tricky puzzles, and listening out for the creepy pad rumbles warning you that some headless monster is waiting around the next corner.

There is an extra sub mission to get stuck into, but apart from that it's exactly the same as the brilliantly creepy, PS2 version. And with *Resi* signed up for Cube, it's the easily the best horror game on the Box.





Snoop Foggy Fog!

It might seem boring at first as you stumble in the fog getting lost. But enter the apartment block and it turns into a pant filling thriller.

Judgement

GRAPHICS Same as the PS2 version. Still the thick fog and dark add to the creepy atmosphere.

GAMEPLAY Tedious at first, but while not as hectic as, say, *Resi*, *Inner Fears* is just as thrilling.

LIFESPAN The extra sub quest will keep you going after you've completed James' story.

So creepy and sickening it's hard to play with a smile on your face. Still, it is the most disturbing horror on any console.

Overall 88%

REVIEWER: Tom East

OUT: NOW | FORMAT: PC | PRICE: £30 | DEVELOPER: DEEP RED | PUBLISHER: EIDOS | SPECIAL FEATURES: NONE | OTHER FORMATS: NONE | CALL: 0208 636 3000 | PLAYERS: 1

Holidays from hell? No use whining here, because it's **all your fault...**

Beach Life

Happy Now?

When you're not building like some over-zealous construction engineer, you'll be wanting to keep an eye on how much your inmates - sorry, *guests* - are enjoying their hols. Because if they're not enjoying themselves then they'll start complaining and you'll start losing money. Bunch of ingrates. I mean, if it wasn't for you there'd be no food, no pool...

The thing to look at is the happiness ratings for all your holidaymakers. Yep, they seem cheerful.

Ah, but how drunk are they? Crivens! Not nearly drunk enough! I'll have to build more bars!

We, the British, are officially the world's least welcome holidaymakers. We're rude and impatient, won't eat funny foreign nosh, we get drunk and vomit on the locals once we're fed up with punching them, and we're generally hateful scum. And then there's the Germans. Who'd run a holiday resort, eh?

But guess what? That's exactly your job in *Beach Life*. You're in charge of a (hopefully) sun-kissed holiday resort that, in true Holidays From Hell style, isn't quite finished. So from the start you race to build attractions, pander to the moaning vacationers, keep the place clean and, natch, make pots of money.

Hey, it's *Sim City* meets *The Sims on Holiday*, and it's quite a fun encounter. You can click on individual holidaymakers and read their minds - you'd be surprised at what they're thinking. Well, maybe not. Especially if they're proper lads.

Perfect for playing on your laptop when you're on holiday, then, so you can avoid the ghastly Brits.

Want your little holidaymakers to have fun? Then build a water slide. If there's anything that's more fun than that, we don't want to know about it.

Judgement

GRAPHICS Pure old-fashioned isometric fun, with an hilariously pixellated close-up view.

GAMEPLAY More depth than the Mediterranean, hidden beneath a point and click interface.

LIFESPAN Lots of levels, plus a sandbox mode for ongoing holiday fun. Get the sun oil.

Original? Hardly. Cutting-edge? Definitely not. But *Beach Life*'s still a fun little management game with the emphasis on 'fun'.

Overall 82%

REVIEWER: Jim McCauley

REVIEWER

Kieron Gillen

OUT: NOW | FORMAT: PC | PRICE: £40 | DEVELOPER: BLIZZARD | PUBLISHER: VIVENDI | SPECIAL FEATURES: NONE | OTHER FORMATS: NONE | CALL: 0118 920 9111 | PLAYERS: 1-12

Orcs versus humans? Humans versus orcs? It's a right royal punch up...

Warcraft 3

Reign Of Chaos

You should go to America - or Korea. Ask *them* about Blizzard. You'll probably get a ejaculatory reaction on a par with the average marriage proposal. They love Blizzard over there. Worship them. In the UK? Well, we're not *so* devoted. But we *do* think they're pretty neat.

ORCS A LAWDY

Why? Because in terms of PC developers, Blizzard are the folk to beat in terms of sheer polish. And that's more visible than ever in this follow up to their breakthrough hit *Warcraft*. It's a Real Time Strategy, yes, but a more polished RTS it's impossible to imagine. The plot's simple - or at least fairly. As the central campaign progresses, you follow an epic-world threatening struggle, taking turns controlling each of the player factions. This is a little odd at first - one minute you're playing orcs against humans, and the next humans against orcs, but - like *Starcraft* which used a similar system - it's actually effective at telling a complicated story.

And, for videogames, it is pretty complicated. It's all presented with incredibly high construction qualities - the in-engine scenes are unparalleled in their slickness and the pre-renders are as good as anything the Japanese teams turn out.

HUMANJI

In terms of actually playing the game it's equally as polished. Imagine an RTS which a determined robot polished with a shammy leather until it ground down to dust-like tendrils: That's how seamless and slick it is. The only fault is that the mechanics can be a tad repetitive.

In short, it's another uber-perfect game from Blizzard. Lacks the stroke of genius required for worship this side of the pond, but as beautiful an RTS as you could want.

Softography

These guys have also made...

Warcraft	70%
Warcraft 2	90%
Diablo	90%
Starcraft	88%
Diablo 2	90%
Simon The Sourcerer 3D	27%

My Hero!

Since the unit limit's been reduced from the normal RTS, the incredibly hard heroes become even more important. These accrue experience points as they win victories - get enough to go up a level, and you will gain extra powers and statistics to make you even harder. Excellent people.

▲ The Human heroes. He's a Paladin and can heal and add strength to friendly troops. She's a mage and can summon people.

▲ The charismatic Thrall is the first leader you play in the campaign, and as a boar-mounted visionary is capable of throwing lightning.

▲ This Taurean fellow sides with the Orc - a giant bull-headed warrior armed with a huge axe and a bad demeanor. A decent chef too.

Faction Action

The original *Warcraft* games were all about the Orcs and the Humans. They're back, but they've brought chums too. Let's meet them. Below.

The Night Elves - with their walking tree bases - are a stealth and magic specialist. Lots of archers too. The arrows!

The Undead are like alive people - only dead. While vulnerable to holy magic, they're resilient and numerous.

As well as the four main factions, various monsters and smaller sides can be found on some maps. Like these Bandits.

The Best Bit

It really seems churlish to argue when a big dragon shows its scaled maw.

▲ The Ground Force team certainly had their work cut out with this unusually expansive challenge. The flesh-eating Orcs soon had their eye on Charlie...

Judgement

GRAPHICS Good, and system friendly. Big and bold slightly-cartoony characters.

GAMEPLAY Perfected RTS, but without enough extras to break new ground. Some nice touches.

LIFESPAN The lengthy campaign and skirmish modes will keep the single player happy.

The lengthy campaign and skirmish modes will keep the single player happy.Then go online to fight other heroes.

Overall 89%

FERRARI 355 CHALLENGE

PS2 PlayStation.2

REVIEWER

Jim McCauley

OUT: SEPT

FORMAT: PS2
PRICE: £40

DEVELOPER: SEGA
PUBLISHER: SCEE

SPECIAL FEATURES: NONE
OTHER FORMATS: DREAMCAST, ARCADE

CALL: 0207 859 5000
PLAYERS: 1-2

Quick Spin

Okay! You da man. You could race before you could walk and you're more comfy in a bucket sear than an armchair. You totally own at *GT3* and *GT Concept* provided a couple of hours diversion on a wet Saturday morning... This Ferrari lark should be a doddle! There's only one car, and it's not even the ultra-fast F50!

▲ Right. Let's have a quick go in training mode, for a laugh. Yep... Okay... As I thought. Piece of cake. Now let's have a proper race!

▲ Oy! That's not fair! Their cars all handle better than mine! Mine keeps sliding off the track on corners! How am I supposed to win?

▲ Gnnnnnn. Okay, back to the training mode... Let's see: follow the red line. Hmm... This might take longer than I thought...

▲ Racing cars around an enormous oval just doesn't do it for us. Because we're not American, probably.

It's impossible to **not look cool** in a Ferrari. Unless you're sliding **backwards across a gravel trap...**

Ferrari 355 Challenge

F355 Challenge **originated in the arcades. I'll let that factoid sink in for a second, and give you a chance to imagine it as a game where you jam your foot to the floor and shunt other racers out of the way as you gleefully scream around hairpins at 200,000 mph.**

L - PLATES

But forget its arcade heritage. *F355 Challenge* is first and foremost a driving simulator. Yes, it has an arcade mode, but it's all about getting behind the wheel of a near-as-dammit perfectly-simulated Ferrari F355, learning to drive it at high speeds without making a complete spectacle of yourself, and covering yourself in sweet glory as you best a trackful of F355s piloted by most able AI drivers. The 'learning' bit is vital. *F355 Challenge* will initially make you feel like an inept, bunny-hopping learner. You might laugh at all the assist modes, figuring they're strictly for absolute novices. Two minutes later you'll be turning them all back on after a humiliating exit from the track followed by a sideways cruise into the tyre wall. Your only option: learn. Understand. *Feel*. Develop a psychic link with every part of your virtual car. Only then will you be ready to stand a chance of triumph in the Champ mode and the new Great Driver Challenge, where you score points for overtaking, sliding and - yoinks - gentlemanly driving. Stopping for old ladies, that kind of thing.

LET'S RAWK!

Comically, *F355 Challenge* looks almost identical to its DC counterpart and, horrifyingly, features the same ghastly RAWWWWK soundtrack. The new mode is fun, but otherwise this is just a workmanlike remake of a two-year-old game. If you're after an exacting driving simulation it's worth a butcher's. Fast thrill-seekers should look elsewhere.

Softography

These guys have also made...

Virtua Tennis	94%
Crazy Taxi 2	83%
Shenmue	92%
Super Monkey Ball	91%
Virtua Fighter 4	92%
Sega Bass Fishing	82%

Dreamcastastic!

You might have noticed a distinct similarity between *F355 Challenge* and its Dreamcast incarnation. But it's not exactly the same! Look:

There's a new mode, the Japlish Great Driver Challenge. You drive gentlemanly! Score Great Driver Point!

And the replays look a little nicer, lack the mournful guitar track of the DC version, and you can save them for later enjoyment.

And...Um... Nope, sorry, that's it. But if you sold your DC to buy a PS2, it might just bring a wistful smile to your face.

The Best Bit

Fancy being a Ferrari test driver? No chance, but you can take a spin on the Ferrari test track.

Judgement

GRAPHICS Shiny Ferraris, good looking tracks, dramatic skies... It's Dreamcast-perfect! Er...

GAMEPLAY Plays well with assists on, but you'll only get the most of it once you've mastered it all.

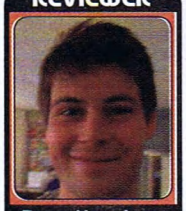
LIFESPAN Lots of tracks, Great Driver Challenge, two-player split screen... It'll keep you going.

Another petrolhead-only title. If you want an arcade thrash, forget it. But if you crave a near-perfect Ferrari experience...

Overall

84%

REVIEWER



Dave Harrison

OUT: NOW FORMAT: PS2 PRICE: £45 DEVELOPER: NAMCO PUBLISHER: NAMCO SPECIAL FEATURES: NONE OTHER FORMATS: NONE CALL: 0208 324 6010 PLAYERS: 1-2

Family Ties

The Iron Fist saga contiues. Jin wins the tournament but is then captured by the Tekken Force and strung up.

Jin is then haunted by the presence of the Devil Gene he has inherited from his father Kazuya in this lovely trippy dream scene.

Meanwhile, Kazuya has battered his way to the final and in the mean time has turned into the Devil himself. Result!

The father versus son kicks off to see who take over the Mishima Empire. But will Jin succumb to the dark side?

Embrace!

▲ It's grudge match time as Craig killed King's teacher and saviour, Armor King in a bar brawl.

▲ With Armour King, Craig is one of the only characters that can match King in terms of strength and grappling skills. Fancy a cuddle?

Finally the UK get its **Iron Fist** and perhaps it's **time for a rethink...**

Tekken 4

The Best Bit

Paul gets a girlfriend! Which should finally stop all those rumours. Or will it?

Those with a sharp eye and a keen memory will realise that this is the second time we have reviewed *Tekken 4*. The point of this is make sure UK gamers haven't been shafted with the PAL version but also it provides a rare chance to offer a reappraisal and reassess just how good it is.

TREE BATTER

Perhaps we got carried away when we reviewed the Japanese version earlier this year. *Tekken* hadn't been around for a while, we had missed it, we got excited by the flashy lights and Jun's hooded top and gave it a 90+ score. It just felt so good to slip into those old combos, the familiar rhythm of the fights and mash some old faces but these are all old thrills that could be relived playing *Tekken Tag*. So where's the new hotness?

DON'T MEDDLE

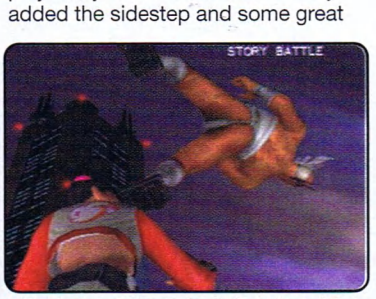
The biggest change to the gameplay concerns the introduction of environmental furniture. Each arena now has pillars, stairs, slopes or trees that can be used to trap your opponent and batter them into it, increasing the damage inflicted. This new feature does not overwhelm the gameplay so it doesn't descend into fighters shuffling around trying to keep their backs off the wall. What it does do is add another layer to tactics and punishes those who aren't that spatially aware.

And that's about it for fresh ideas.

Naturally Namco don't want to mess with what is the best fighting system around, but this is the first time *Tekken* feels like an ordinary sequel rather than a real step forward. *Tekken 2* trounced the original in terms of character depth options and playability. Then number *3* not only added the sidestep and some great

▲ Complete the game on Story Mode and you'll be able to save the end of bouts replays and save for posterity.

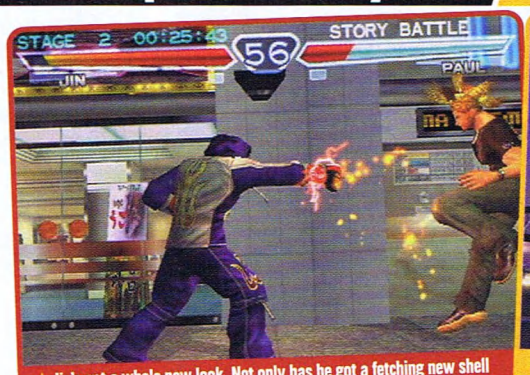
▲ Steve maybe a very top heavy fighter but he's got some useful grappling chains to mix things up.



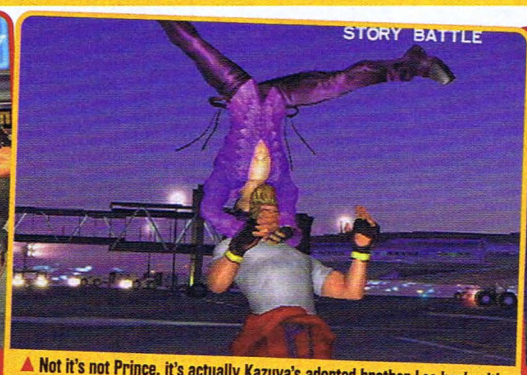
▲ You could say he was up for the Craic! Ho, ho! Xiaoyu has got one of the worst endiings. Where's action?

Cheap And Attacky!

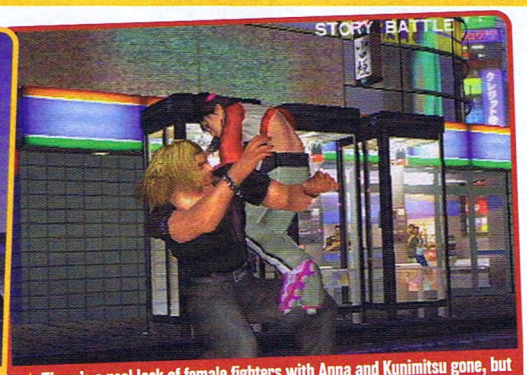
Where *Tekken* has always excelled is with character design but the sports casual look of some doesn't feel right. Jin looks more like a townie than a tormented loner and Xaioyu is dressed courtesy of JJB.



▲ Jin's got a whole new look. Not only has he got a fetching new shell suit but he's using a whole new fighting style instead of the Mishima



▲ Not it's not Prince, it's actually Kazuya's adopted brother Lee back with a hair colour and a fancy dan gothic look. Pack it in Grandad!



▲ There's a real lack of female fighters with Anna and Kunimitsu gone, but here's lovely Xaioyu who seems to have fought velore, and velore won.

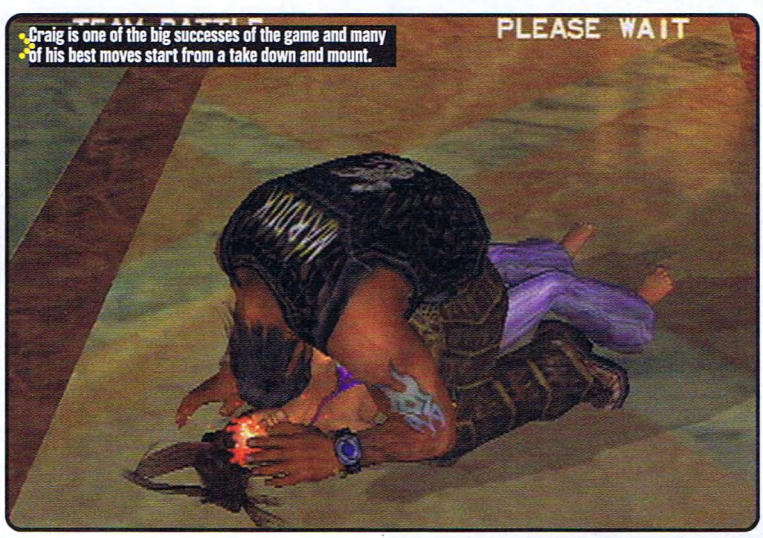
Factpack

The stuff you need to know...

Fighters	10
New Fighters	3
Unlockable Fighters	10
Stages in story mode	9

▲ There's kinda another new character - Kombot, but he's just a robot version of dancing dummy Mokojin.

▲ The dodgy True Orge has gone so the final boss position is taken up by the nappy wearing Heihachi.



Craig is one of the big successes of the game and many of his best moves start from a take down and mount.

new fighters, but really developed existing ones like Lei who became a multi-style fighter. Now we get some pools of water and a wall.

DOING THE POOLS

As for the new characters it's mainly happy news apart from Christie who's just a better looking Eddie. Boxer Steve Fox is a bouncy, lithe fella with some devastating combos while Craig Marduk handles like a mix between Jack and King, with perhaps a touch of Ganryu. Quicker than you'd expect he blends neat grabs with explosive hits to great effect. The problem is that just makes two and half new fighters, which is a pretty measly hill of beans.

It's a strange time for beat-'em-ups as it should be time for fans of the genre to make hay and dance a happy dance, with three very strong franchises battling it out for the title. But at GM we're not completely convinced. *Dead Or Alive 3* is more a graphics demo than a game, *Virtua Fighter 4*, for all it's subtlety and neat ideas still lacks charm and *Tekken* seems to have fallen into a bit of rut. None are bad games and they'll certainly provide endless hours of fun, but we were hoping for one game to use the new generation of consoles to really push the beat-'em-up genre forward.

...boxer Steve Fox is a bouncy, lithe fella with some devastating combos while Craig Marduck handles like Jack and King...

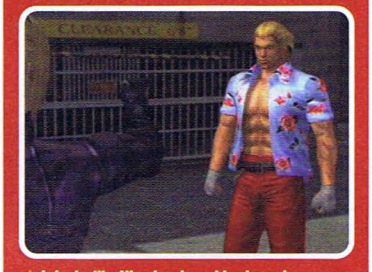
Softography

These guys have also made...

Time Crisis 2	83%
Moto GP2	85%
Tekken Advance	83%
Time Crisis: Project Titan	78%
Point Blank	82%
Tekken Tag	84%

Foxy Lady

▲ One of the best new plot threads concerns Brit boxer Steve and Irish assassin Nina.



▲ It looks like Nina has been hired to take out orphan Steve and certainly cop Lei thinks so.

▲ But it turns out Nina is protecting Steve with what seems like overtly maternal feelings!

Your Powers Are Weak Old Man!

There's a welcome return for a few old faces and some have even had a touch of a makeover!

▲ Lee (or Violet) was always a crap character, but this time he's actually pretty nifty. Have a go!

▲ Paul must be in his mid fifties but he can still kick Kuma's ass. Sadly his gravity defying hair is a gonner.

▲ It's Marshall Law everybody! Don't know what happened to Forrest but his dad has nicked his moves

Judgement

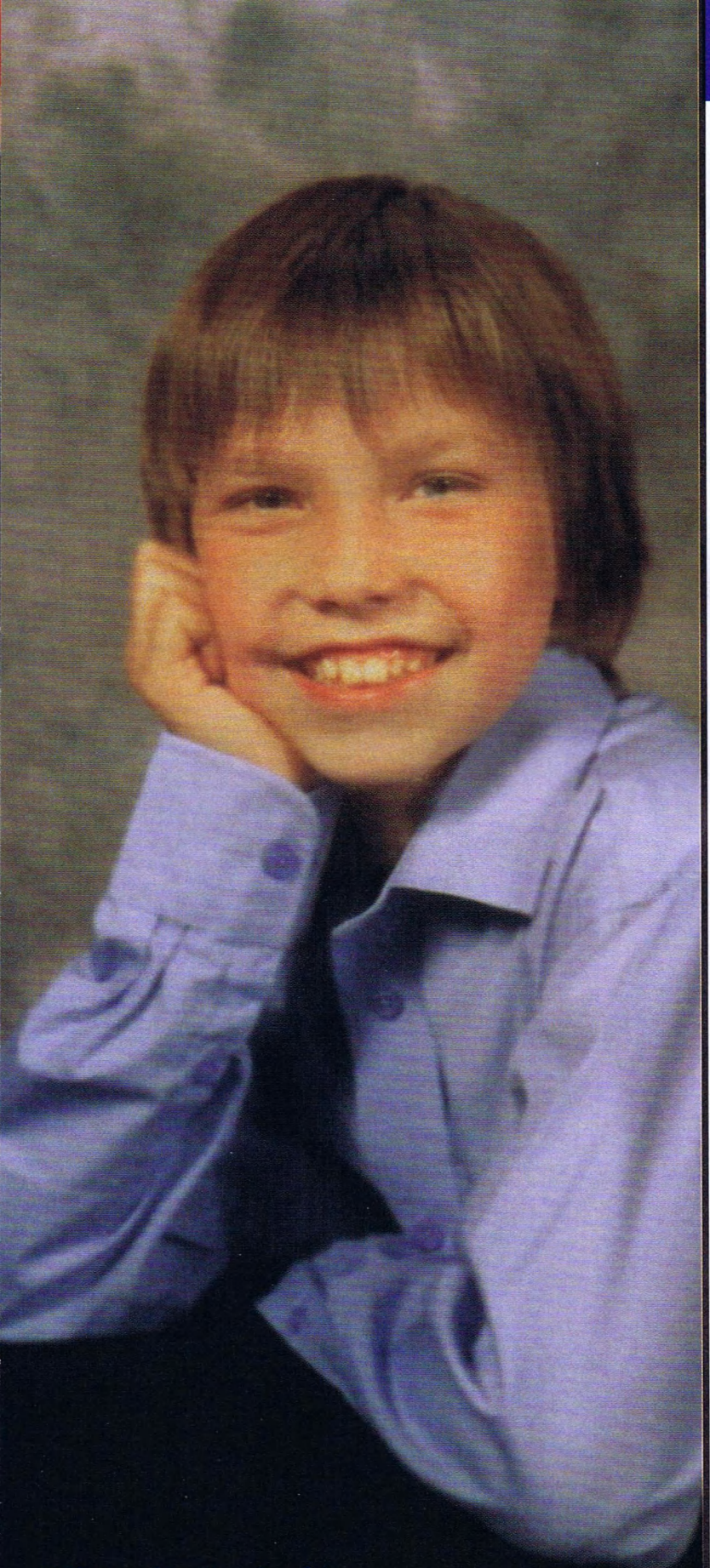
GRAPHICS Bigger and bolder than before. Adequate if not really threatening *DOA3*'s richness.

GAMEPLAY The interactive environments only slightly effect the Tekken groove.

LIFESPAN Unlocking the other character doesn't take long. A bit lightweight for *Tekken* tarts.

One of the best beat-em-ups there is, but not the leap in standard you'd expect from *Tekken*. Fingers crossed for *Soul Calibur 2*...

Overall 87%

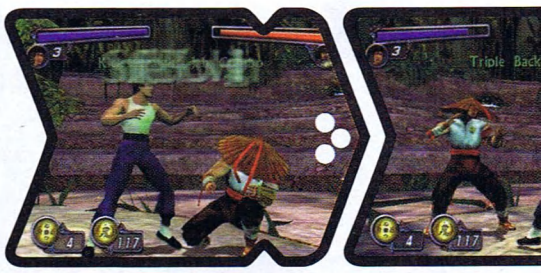


"Phoenix, I'm looking forward to taking you apart, piece by piece."

MARSHALL LAW
aka William

REVIEWER

Jim McCauley



OUT: NOW | **FORMAT:** XBOX | **PRICE:** £45 | **DEVELOPER:** RONIN | **PUBLISHER:** UNIVERSAL

Enter the Dragon. Followed, hopefully, by an extremely **swift exit**

Bruce Lee

Quest Of The Dragon

It says a fair bit that while Jackie Chan only gets a song by Ash, Bruce Lee gets one by the mighty Underworld. Yeah, it's yer usual incomprehensible Underworld free-association ramble, but it's still Underworld.

Yin and Yang have to even out, though, so we'll have to assume that *Bruce Lee: Quest of the Dragon* exists as some kind of karmic balancing act. You get an Underworld song named after you and the cosmic payback is a rubbish Xbox game. Karma's a right bitch, man. Them's the breaks.

In their infinite wisdom, developers Ronin have turned *Bruce Lee* into a scrolling beat 'em up. A bad-looking beat 'em up, at that, and one with some of the messiest controls available. Bruce has an ever-increasing range of punishing moves in his repertoire, but it's unlikely that you'll ever get to unleash them with

...the stop-start nature of the game becomes tedious in ooh, minutes...

Softography

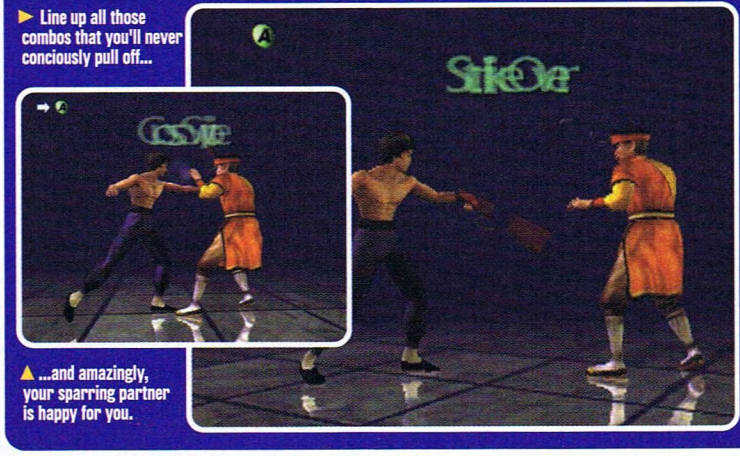
These guys have also made...

Die Hard Nakatomi Plaza	49%
Empire Earth	N/A
Simon The Sorcerer	27%
War Craft 3	89%
Half-Life	91%
Spyro: Enter The Dragonfly	N/A

▲ "Life kid suck the box. Drink. Yeah. Bruce Lee." - Underworld, 1999. Crazy popsters that they are.

Grasshopper!

Just in case you're a little too organised to just jump into the game and start lashing out randomly, *Quest of the Dragon* has a brace of training modes to try out your moves. Course, once you get into the game proper you won't be able to use half the moves until you've paid for 'em.

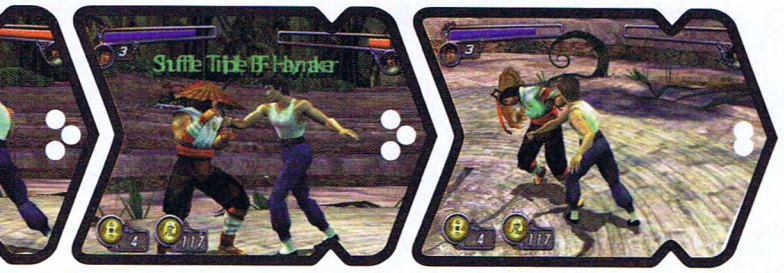


▶ Line up all those combos that you'll never conciously pull off...

▲ ...and amazingly, your sparring partner is happy for you.

BRUCE LEE

XBOX



SPECIAL FEATURES: NONE
OTHER FORMATS: NONE
CALL: 0118 920 9100
PLAYERS: 1

▲ "Bruce Lee on Xbox sucks. I need a drink." - Me, today. Doesn't quite have the Underworld feel, but on the other hand it's completely and utterly true.

any sense of purpose. The controls are so unresponsive that you'll end up randomly stabbing the A and B buttons in combat. Skill doesn't come into it, but it seems to work.

BROTHER LEE LOVE

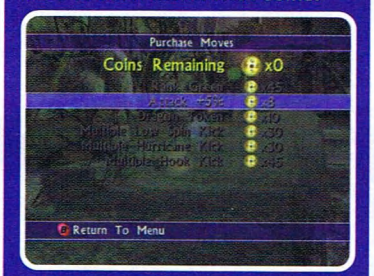
Ronin have tried to innovate by enabling you to target specific enemies with a yank on the L trigger, but seeing as every horde you come across is incredibly polite, each assailant patiently waiting his turn to attack you, it's not particularly useful.

Still, Bruce's attacks are quite good, and the game's chock-full of his trademark whoops and screeches. On the other hand the stop-start nature of the game - fight, pause, move on, repeat - becomes tedious in, ooh, minutes, and not even the occasional, 'they wouldn't have allowed this a couple of years ago' nunchaku scrap can save it. Bruce must be spinning in his grave - possibly working up to a ghostly roundhouse attack on the coders.

▲ "Howay! Did you spill my pint? Stich *this!*" We can't really imagine Bruce Lee in an unsightly pub brawl.

Brucie Bonus!

Just because you're ultra-hardcore Jeet Kune Do creator Bruce Lee, doesn't mean you have a full repertoire of moves instantly available to you. You have to earn them. With coins.



▲ Collect coins in combat and then between levels you can buy extra skills and move up a belt level.

▲ Collecting dragon coins sees Bruce goes mental with his fists of flame. Have some!

Judgement

GRAPHICS Virtual Bruce kind of looks like real Bruce, complete with pudding bowl barnet.

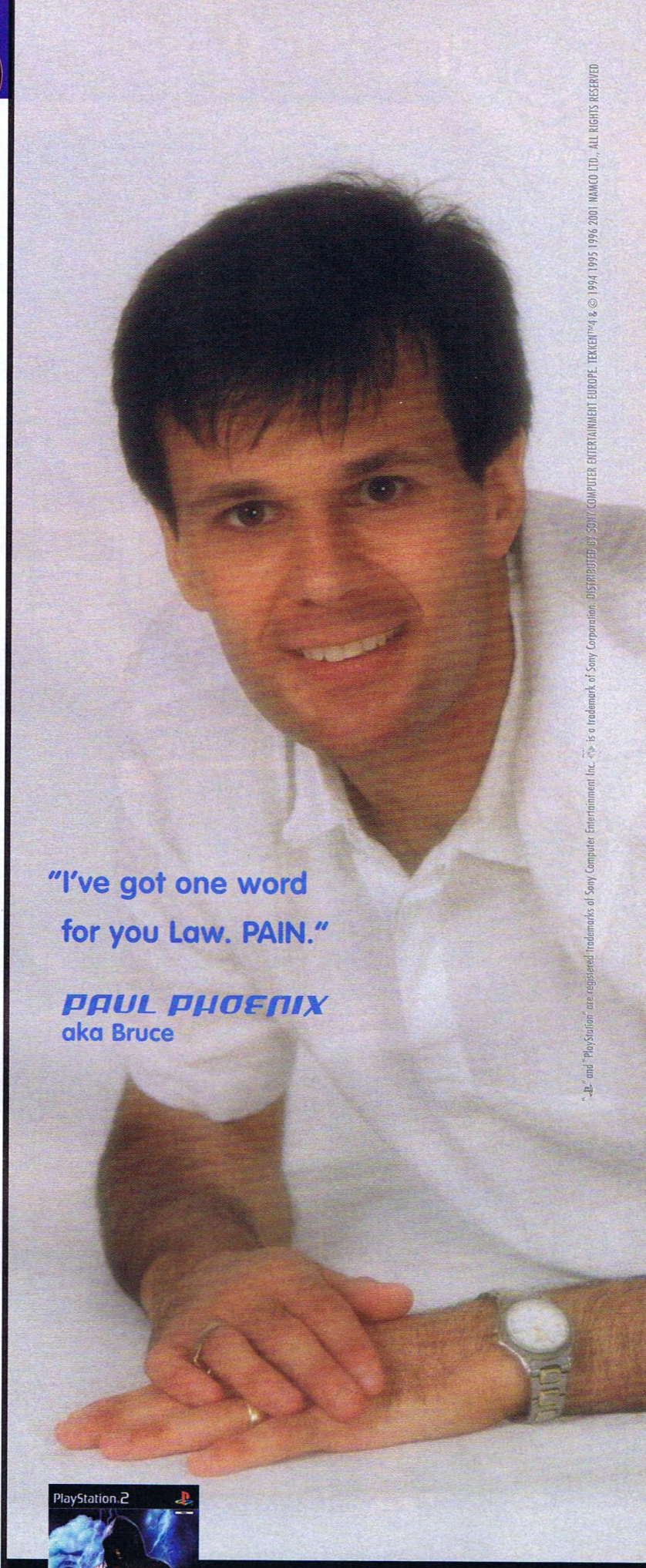
GAMEPLAY Waggle stick. Stab A and B randomly. It's a little more involved than that, but not much.

LIFESPAN Grit your teeth and persevere and you'll find many and varied levels and enemies.

For the same price you could have all four of Bruce's best movies on DVD instead of this mess. We know which we'd choose.

Overall

53%



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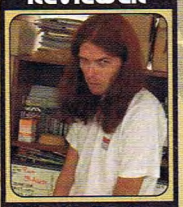
PlayStation.2
THE THIRD PLACE

REVIEWER



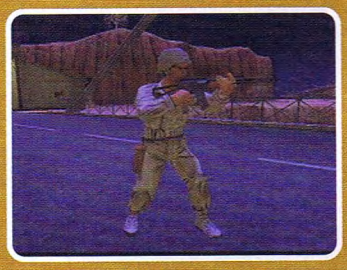
Jim McCauley

OUT: NOW

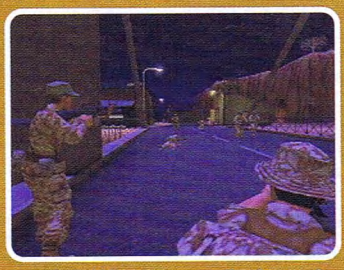
FORMAT: PS2 PRICE: £40 DEVELOPER: PIVOTAL GAMES PUBLISHER: SCI SPECIAL FEATURES: NONE OTHER FORMATS: XBOX, GC, PC CALL: 020 7585 3308 PLAYERS: 1-2

Kick-Off!

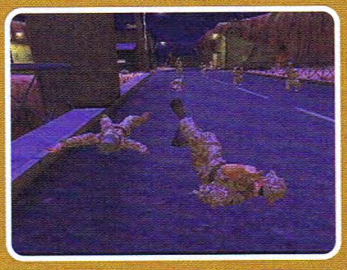
Obviously the Special Forces go into Iraq because they've been told to. But hey, this time it's personal, too! Those rotten Iraqis have gone too far this time. Now where's that Saddam...



▲ Night-time, and the Iraqis go into action. They're just bursting with war and eager to spread it about. Lawks!



▲ But hurrah! Here come our valiant boys to give them a good talking-to. A good talking-to with rather large guns, naturally.



▲ What's this, though? The Iraqis win? This can't be right. Quick, rewrite history! Let's hope they don't take your chums hostage...

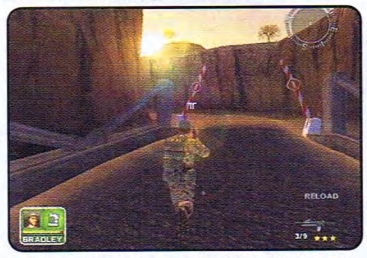
Go back in time eleven years and fight the **original Gulf War** - just in **time for the sequel...**

Conflict: Desert Storm

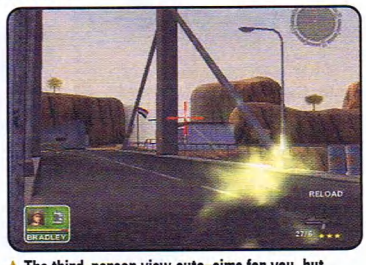
Rescue!

Guess what? The Iraqis have taken your chum hostage. You'd better get him back...

▲ You won't get confused about your mission; your objectives are clearly set out.



▲ Odd. There's no-one guarding this checkpoint. But only because I've shot 'em all.



▲ The third-person view auto-aims for you, but there's a first-person view for precise shooting.

The Gulf War, as I'm certain you're aware, marked an important moment in the way wars are fought. It was fought almost entirely in the air, the majority of allied attacks coming in the form of air-to-ground assaults, not forgetting smart missiles so smart that if they forgot where they were going, they'd be able to stop and ask for directions in perfect Arabic.

Softography

These guys have also made...

This is Pivotal's first game

SMART!

Anyway, the point is: how can you do a ground-based Gulf War game when so much of it was fought in the skies? And the answer is that Special Forces were there at ground level, clearing the way and undertaking missions that not even the smartest smart missile - the type that could attend a top brass military dinner and not embarrass itself by using a fish knife for the cheese course - could accomplish.

And you get to be not one, not even two or three, but four of these Special Forces fellows. Yep, this is squad-based combat hitting the PS2, but fear not; it's not as intimidating as it sounds. Okay, it's a little intimidating when you, as squad leader, first get to grips with issuing orders. It's all done with bizarre combinations of buttons, and there's no quick and easy way to learn; you just have to get used to it.

GO! GO! GO!

Thankfully there are only a few basic commands so it won't that long to master. Once you have mastered it, the fun really starts.

Crash, Bang, Wallop!

Not all your missions are meticulously-planned surgical procedures. This one starts when your transport chopper gets shot down. Your job: survive an Iraqi onslaught until you get rescued.

▲ "Doh! I *told* you that bloke wasn't waving at us! He was aiming a rocket launcher! What are we going to do now?"

▲ Those Iraqis don't mess about. Trouble is, you're not going to take out a tank with a rifle. Get your demolitions guy to blast it.

▲ If all else fails, hit the ground. Lying down improves your aim and makes you harder to spot. Don't shoot till you see the whites of their eyes.

CONFLICT: DESERT STORM

Skillage!

Night missions giving you gyp? Switch on your night vision and it'll all become clear as day. A rather fuzzy green day.

If your men get shot down they're not dead. Run up to them with a medikit and heal them. They'll soon feel better.

Your demolitions guy loves his C4 and his rocket launcher. Hint - Always aim for the back of a tank. Less armour there.

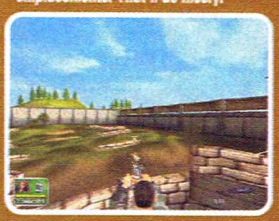
Sometimes it's too much even for your squad, and you have to bring an expert along. He's clever, but useless in combat.

Training Day

There's a lot to get the hang of in *Conflict: Desert Storm*, so don't skip over the tutorial section. It'll learn ya loads of useful stuff, while humiliating you like some fresh-faced recruit. Are you sitting comfortably?

"Get on your face and give me twenty, soldier!"

This is where you learn to shoot a gun. Aim and fire. Easy.



Sometimes you get to jump into gun emplacements. That'll do nicely.

Rocket launcher training. You're given real tanks to destroy. Nice.

A crash course in driving. "Left! *Left!* The *other* left!"

If it all becomes too much, call in an airstrike. Fiery death from above is easy to arrange.

STEALTH FIGHTER

You have a wealth of missions - mostly inspired by actual operations - to complete, and you'll be needing a cunning combination of stealth, strategy and extreme violence. You're led into the whole thing nice and gently with a single-handed rescue mission: sneak into the Iraqi base, neutralise (ie. kill) the bad guys and retrieve one of your team mates. Get him out of his cell and you'll find that you can take control of him, either by ordering him around, or just taking over his body. That's when you first appreciate the different characters that you're in charge of. Your man here's a sniper by profession, and your escape's helped muchly by his ability to pick off Iraqi bad guys who are but a speck on the horizon.

> "...swathes of **parched looking desert,** detailed soldiers, **realistic cities,** and a beautiful sense of time as **day fades slowly to night...**"

TASTY CAKE

Each of your four-man squad's a specialist, and as you complete missions you'll hopefully earn experience points that'll make them even better at their jobs. A little incentive to be as stealthy and successful as possible, that.

The controls, as I've hinted, are a little daunting at first but the basics of moving around and shooting people are a piece of cake. And the looks are tremendous - swathes of parched-looking desert, detailed soldiers, realistic cities and a beautiful sense of time as day fades slowly to night.

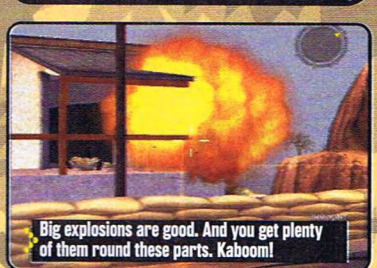
Best of all, *Desert Storm* isn't as unforgivingly tough as PC squad-based games. None of this 'one shot and you're dead' malarkey - despite its realism, *Conflict: Desert Storm*'s still a game. And a damn good one at that.

Who the devil left a banana skin lying on the ground in the middle of downtown Baghdad, eh?

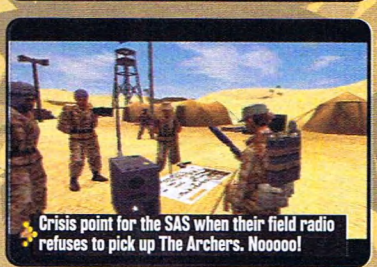
Factpack

The stuff you need to know...

Special Forces squads	2
Missions	12
Skill levels	3
Goats	Plenty



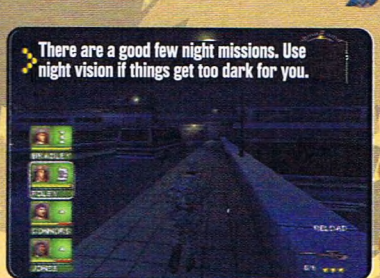
Big explosions are good. And you get plenty of them round these parts. Kaboom!



Crisis point for the SAS when their field radio refuses to pick up The Archers. Nooooo!

The Best Bit

Take control of your team's sniper and do some serious shooting. They'll be dead before they hear the shot.



There are a good few night missions. Use night vision if things get too dark for you.

Yaaaarrrrgghhhh! Have a bunch of bullets, all with your name on them, enemy scum!

Judgement

GRAPHICS Huge environments, bags of detail, great explosions - and lots of them. Arid but lovely.

GAMEPLAY Seems intimidating at first, but quickly becomes second nature. Much mayhem awaits.

LIFESPAN The skill points mean lots of replays, and there's a two-player co-op mode as well!

Squad-based gaming hits the PS2 in style. It's got the looks, the realism, the sand and the gameplay. What more do you want?

Overall 85%

THE PLAYER'S CHOICE

EXTRA THUMB

THE GAMING ADVANTAGE

THE INSTITUTE FOR GAME ENHANCING SURGERY

www.addathumbtomy.com

OUT: NOW FORMAT: PS2 PRICE: £40 DEVELOPER: SPIKE PUBLISHER: BAM!

Riding Spirits

Riding spirits would be **stupid** – bikes make **much more sense...**

▲ This track's called Queen's Backyard. Sounds like a euphemism to us, if not high treason.

▲ Stay off the grass! It kills your speed, even though it looks nicely manicured. Just like real life really.

This, apparently, is the motorbike alternative to *GT3*. And hey, it has the credentials. *Riding Spirits* is crammed with 150 real motorbikes and 16 tracks.

In *GT3* style you take part in championships, earn money as you go and pile it all up so that you can do a big, Evel Knievel-style jump off it. Probably. And of course, you can get down and dirty with your hog and tweak its settings for maximum performance. Sounds great, no?

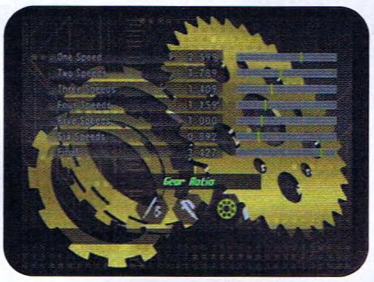
Well... Full marks for thoroughness, but the rest of the game just isn't that good. The handling's stiff and doesn't allow for fancy tricks like wheelies - and if it's so real then why can't you operate your front and rear brakes independently?

DIRTY HOG

Other riders regularly rear-end you for no good reason, and the whole thing's low on excitement and big on frustration. You might find some head-to-head thrills, but there are many better racers available. Just 'cause it has bikes in it, doesn't make *Riding Spirits* special.

Thrills?

It's the *RS* Championship! You've bought your first bike, leathers and skid lid. So let's jump in for that all-important first race! Yeah!



And we're off! Hope the sound of hairdryers excites you, because that's pretty much what this bike sounds like.

Hmm. Interesting track. Long boring straight bits, followed by long boring corners. Must .. stay... awake!

And then *Riding Spirits* gets really brilliant! Oh, nope. I fell asleep and dreamed that bit. I've crashed.

Judgement

GRAPHICS Some nice tracks (and ugly ones too) and decent bikes, straddled by wooden riders.

GAMEPLAY Loadsa depth for bike freaks, but not much fun for your average racing junkie.

LIFESPAN Collecting all 150 bikes will take ages. But will you want to? We certainly don't.

We never realised that tearing around on a motorbike could be such a non-thrilling experience. We feel kind of deflated by it.

Overall 47%

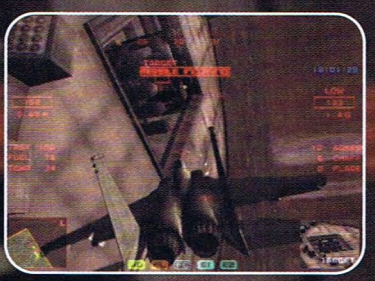
REVIEWER: Jim McCauley

OUT: NOW FORMAT: PS2 PRICE: £40 DEVELOPER: SAMMY PUBLISHER: THQ

Lethal Skies

Threat Warning! Average flying game at two o'clock! **Go weapons!**

▲ When in range, the Circular Tracking Indicator appears, depicting the trajectory of your gunfire.



▲ The Threat Warning indicator lets you know when the enemy has an active lock – best you flee.

Birds of prey are quite impressive beasts - especially when they're the metal kind that fly at Mach 2 and spit fire. So strap into Sammy's new airborne shooter and get ready for take off.

Virtual pilots will be happy to see F14, F15 and F/A18s, as well as Russian MiG 29s and Sukhoi Su-27s. A variety of cockpit views and intuitive controls for heading, thrust, flaps, ordinance and RADAR makes flying and lining-up targets dead easy. That said, there's a certain realistic heaviness to the 'planes which is more sim than arcade. Get the vector wrong and you'll do a Buddy Holly, so make sure you use the training option. Once you're off in the blue yonder, it's typical stuff. Air-to-air, strafing, search-and-destroy, etc. Save those replays for watching your greatest kills or go for a quick dogfight if you fancy it. It's certainly plethoric, with unlockable aircraft and different pilots/weapons combos all over the place.

Unfortunately, *Lethal Skies* lacks a certain edge in both graphics and gameplay, trailing third place against the twin thrills of *Ace Combat 4* and *Airforce Delta Storm*. Seems it's tougher than ever to be Top Gun. And that's a flyin' shame.

▲ Keeping your eye on all the on-screen readouts is no small feat, but you'll need it all to become an ace pilot.

Judgement

GRAPHICS Certainly acceptable, but the PS2 is capable of so much more. Nice lighting FX, as usual.

GAMEPLAY Fun for a while, but ultimately misses the rush of flying a modern fighter jet.

LIFESPAN Tons of sorties to fly, planes to discover and tactics to try. Gets a bit samey though.

If you're a total fly boy, you'll probably get some air mileage, but most gamers will be looking for the ejector cord.

Overall 65%

Strafing enemy ground installations and flying through the resultant explosion – what more do you need?!

REVIEWER: Neil Randall

REVIEWER

Jonnie Bryant

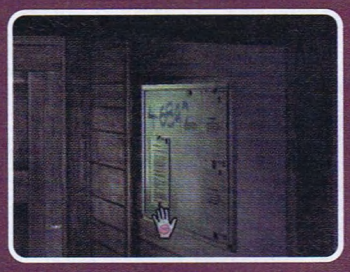
OUT: SEPT | FORMAT: PS2 | PRICE: £40 | DEVELOPER: COMPUTER ARTWORKS | PUBLISHER: VIVENDI UNIVERSAL | SPECIAL FEATURES: MEMORY CARD | OTHER FORMATS: XBOX, PC | CALL: 0118 920 9147 | PLAYERS: 1

Infections? Only when I... **(snap, spurt) Muuuraaaahhhhh!** Good evening - I'm ***The Thing!***

The Thing

Thing & Eye!

The majority of puzzles require you to access hidden information by getting computer terminals to work, or by using CCTV cameras.



▲ Here we used the camera's zoom function to get a good look at this notice board.

▲ You need power to get the terminals back on line. Some simply carry memos, others hold codes.

Things of the Wild Frontier!

You meet three different troop types as you adventure through the two Arctic bases.

▲ You earned the trust of the medic and engineer. Now get them to do something useful.

▲ The engineer's your man if junction boxes are blown, or you need someone to kill the power.

▲ Give any of them a gun and, as long as they trust you enough, they'll open fire on stray mutants.

It's Cold. It's dark. There's a storm blowing up and you can bet you're tired and hungry too. Standing next to you is Private Pace. He's shaking violently. A little blue clock appears above his head telling you you've got a minute till he bugs out completely. He's got a freshly loaded weapon and there are two other team members in the room. So, what are you going to do?

Softography

These guys have also made...

Evolva	86%
Simon The Sourcerer 3D	27%
Aliens Vs Predator 2	80%
Bloodrayne	N/A
Bruce Lee	53%
Spyro: Enter The Dragonfly	N/A

BEAUTIFUL THING

It may sound like one of those ads for the armed forces, but it's a snap-shot of what you can expect from *The Thing*. It may not be the longest or best looking game, but in terms of sheer depth and richness of play it's one of the most inventive titles we've seen in years. Unlike your standard third-personeer, this game has a multi-layered element to just about everything you do.

DREAD SCUTTLE

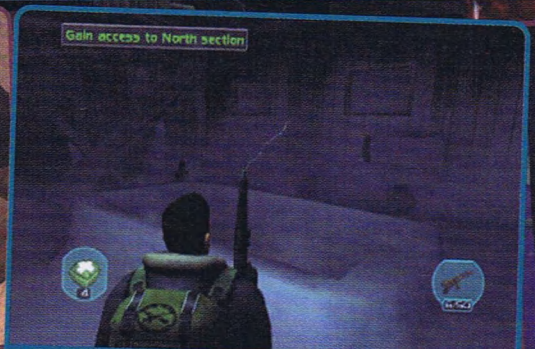
Anywhere else, a door's a door. Here it's a shield against gangs of Scuttlers, a bottleneck for explosive covering fire, a trap that blows out to reveal yet another lunch-loosening horror. Everyboy else in the game is governed by the Trust and Fear mechanic. If you're helpful folk will get on your side and then you have to do your level best to keep them sane.

Here's how it works. Heal a man, or

Up on the Slither Screen

A decent game of a film? You're joking right? Nope, it's excellent and pays homage to the John Carpenter chiller in a number of scenes. Just look at these movie-related nasties...

▲ One of the first movie references you encounter is the UFO that *The Thing* was trying to build at the US research base. Hmm, spaceships.



▲ Another nod comes when you discover the ice sarcophagus at the deserted Norwegian base. Go on up and stick your nose in it...

▲ While not using the voice of Kurt Russell, these tape recorders contain memos left by his film character R.J. MacReady. It's like you're in the film!

Thinger Minger!

Spitters hurl gobbets of green bile at you. Take 'em out with a couple of blasts from your shotgun.

Scuttlers make a nasty tap, tap, tap noise when they're tracking you. Shooting them's the best option.

Bigger Things require a two fold approach. Shoot it until its health bar turns red and then set fire to it twice.

The saddest Thing of all is the Man-Thing. This used to be one of our team members. All that TLC wasted.

Thing when You're Winning!

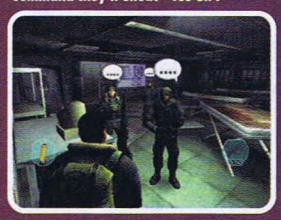
Exploration and careful planning is the key to mastering the trust and fear aspects of the game. You need to make sure you find as many weapons as you can so that each team member can protect themselves – and you.

▲ The red bar indicates the fear level, the green bar shows you the health.

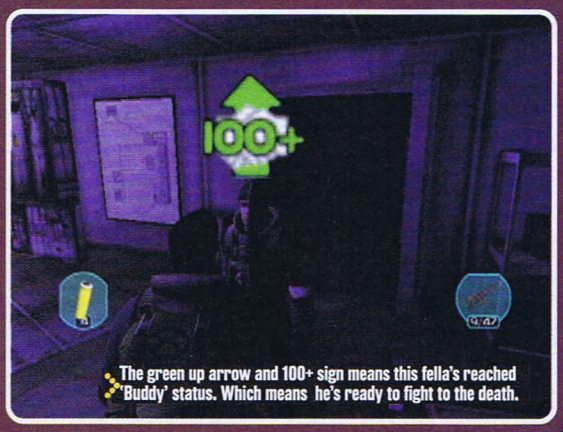
▲ This guy's injured. Find a health pack, patch him up and he'll start taking orders.

▼ We've made this trooper give us his gun because we need some ammo.

▼ If your men are happy with your command they'll shout "Yes Sir!"



You get a limited supply of blood tests, but they're the best way to give the all-clear on party members.



The green up arrow and 100+ sign means this fella's reached 'Buddy' status. Which means he's ready to fight to the death.

give him a loaded weapon and his trust in you will increase. Help him take down a Thing beast and he'll stick by you no matter what. Lead him into a heavily infested area and, when you check his personal stats by hitting Ⓐ, you'll see he's starting to panic. At this point you can either lead him out of the situation, give him a shot of adrenaline or wade into the mutants until the area's safe. Doesn't sound too deep so far, eh? But listen. The killer is that you *need* these guys.

> "...problem is they're all **susceptible to infection** and at any time can transform into **gore-squirting beasts**..."

HOLEY SCENERY

Each member of your team has their own profession – trooper, medic or engineer – and each is vital to progression. Get outnumbered and a medic will keep you fit while you and the grunt deal with the mutants.

Come across a broken lock and the toolboy's rather handy. Problem is, they're all susceptible to infection and at any time can suddenly transform into gore squirting beasts. There's never a moment's peace, never anywhere that's truly safe. It makes for a monumentally intense experience.

By now you've probably noticed it didn't get a GM Gaming Masterpiece. Why? Well, there are a few niggling problems that repeatedly dull the buff of what could have been a truly great gaming experience. For a start the collision detection between your character and the environment is haphazard. Gun muzzles regularly vanish into the scenery, and there are times where the camera enters the back of Blake's head. Minor bugs for sure, but still enough to knock this into the eighties.

Don't get us wrong though, if you want a nice change from *Resi* you could do a lot worse than blow 40 squid on this.

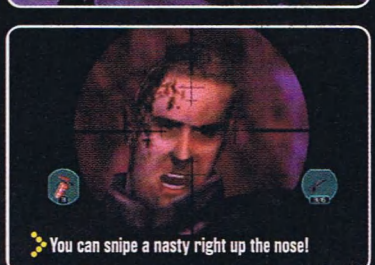
▲ The trendy new Manchester United strip still couldn't make Luke Chadwick look any better.

Factpack

The stuff you need to know...

Team Members	4
Weapons	10
Levels	11
UFO's	2

Lookee here you lot – blood angels!

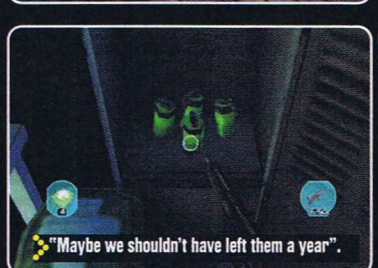


You can snipe a nasty right up the nose!

The Best Bit

Using the flame-thrower to 'pen' Thing beasts and then finishing them off while they're trapped.

Now where did I leave that huge great box?



"Maybe we shouldn't have left them a year".

Judgement

GRAPHICS Fantastic character models and atmospheric interiors make this a reet spinetingler.

GAMEPLAY Cumbersome controls made up for by the amount of stuff you can do with them.

LIFESPAN Turn off the auto aim and start messing with you team's heads and you'll add days.

Smart, chilling and full of reward. Makes you really feel like you're in charge against an ice shelf stacked with alien horror.

Overall 86%

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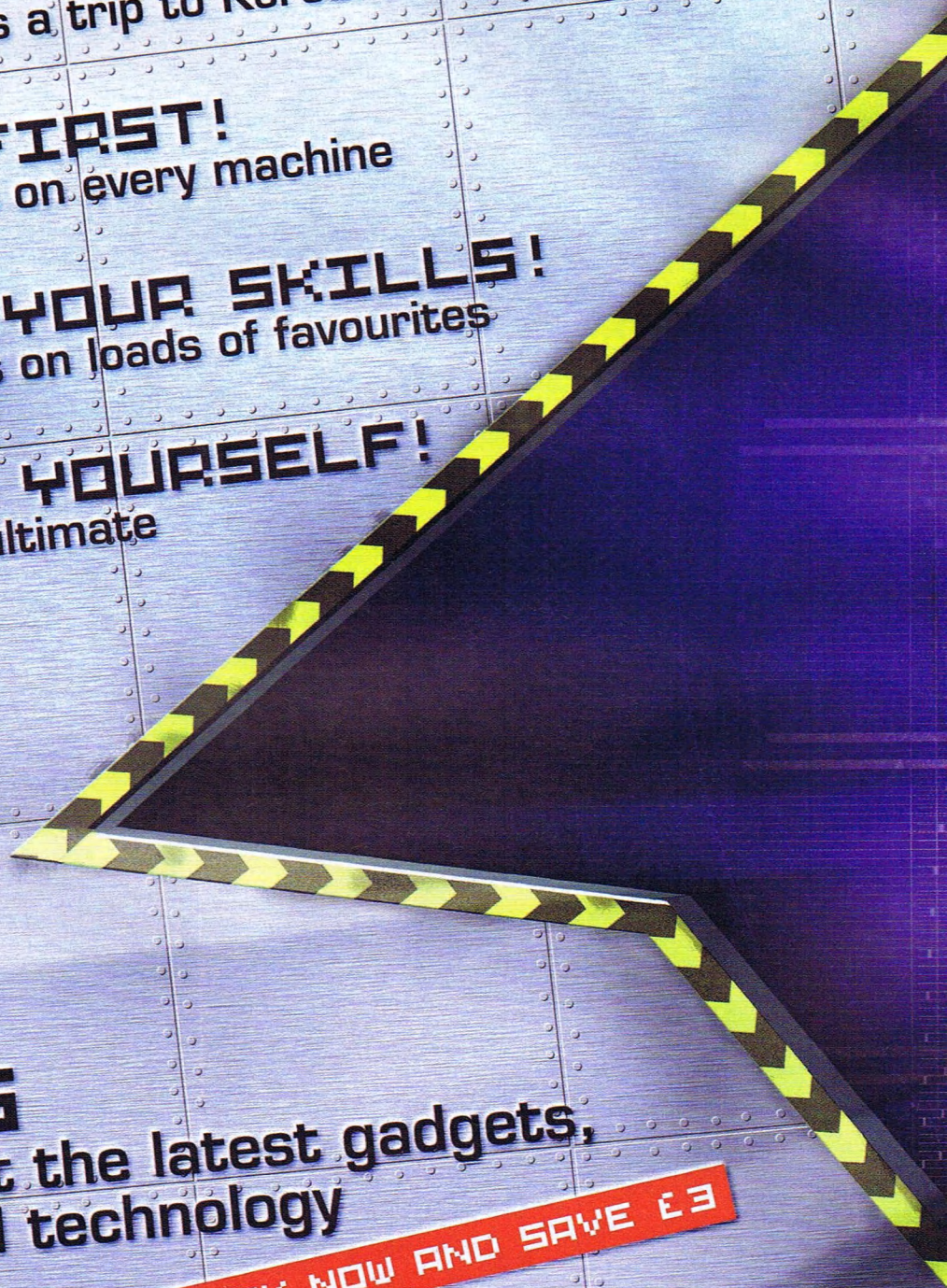

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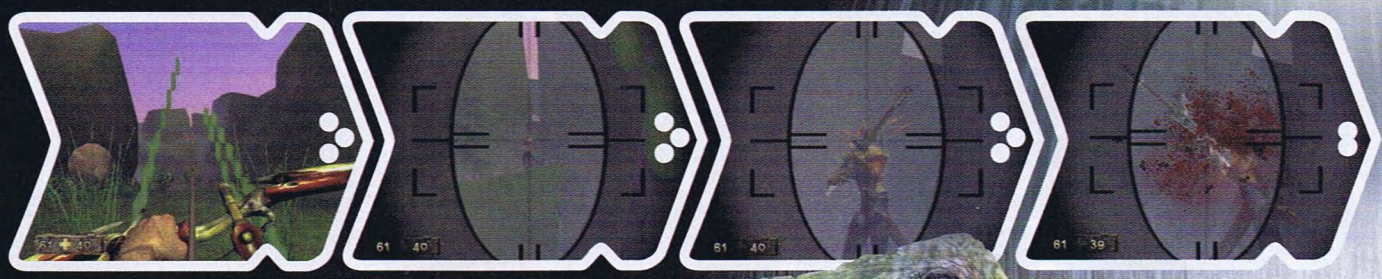
REVIEWER

Jim McCauley



OUT: NOW

FORMAT: XBOX
PRICE: £45

OTHER FORMATS: PS2, GC
DEVELOPER/PUBLISHER: ACCLAIM

CALL: 0207 344 5000
1-4

It's Turok!

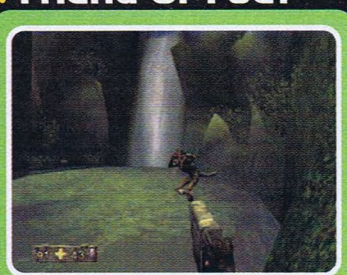
You know the *Turok* drill by now. Lots of wildlife to shoot, some of it friendly, some utterly, totally, nasty...

...plenty of heavily armed, bad tempered lizard men just asking for you to kill them in a variety of messy, painful ways...

...horrible jumping bits that'll make you very angry indeed as you cock them for the 50th time...

...oh, and dinosaurs. Don't forget the dinosaurs. And try not to hunt all of them. They're endangered.

Friend Or Foe?



▲ "Aieee! Please don't shoot me! Look, I've dropped my gun like a big klutz! I surrender!"

▲ Yeah, like I'm going to fall for *that* one. Eat hot bullet, you scaly freak, and be grateful that I don't kill you twice. I *hate* lizard men.

Is ***Turok*** **about to evolve** then? I'll swap him for **a Riachu!**

Turok Evolution

The Best Bit

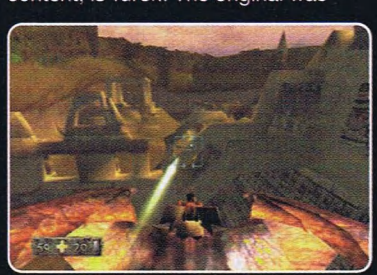
Take to the skies and shoot down a fleeing transport jet. Makes a nice change from shooting lizardoids in the head, doesn't it?

How do you get to be a dinosaur hunter, exactly? I've been scanning the job ads for the last few years, and not once have I seen anything along the lines of, "Wanted: Dinosaur Hunter. No experience necessary, own bow and arrows desirable. Please call..." So for now I'm stuck with reviewing games. Games in which I occasionally get to pretend to be a dinosaur hunter.

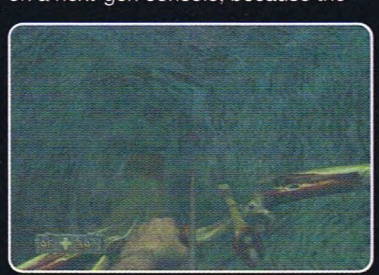
Well, if it isn't old *Turok* himself. Always a bit of a triumph of style over content, is *Turok*. The original was quite entertaining, the sequel was an overblown mess, the third was some kind of multiplyer extravaganza, and there must have been another that I paid no attention to, because now we're up to version five.

MR LIZARD

This game is not subtle, it's not clever. It's really gory, silly, messy. The *Evolution*, I suppose, must be something to do with *Turok* now being on a next-gen console, because the gameplay's virtually identical to the days of the N64. Evil lizard men vie to have arrows shot through their heads, you spend an inordinate amount of time staring through a sniper scope, and sudden death awaits you far too much of the time. Annoyingly, the default setting for auto-aim is 'off'. You might think me wet for complaining about this, but trust me:



▲ Flap around above ancient cities on the back of a friendly Pteradon. At least, we hope it's friendly...

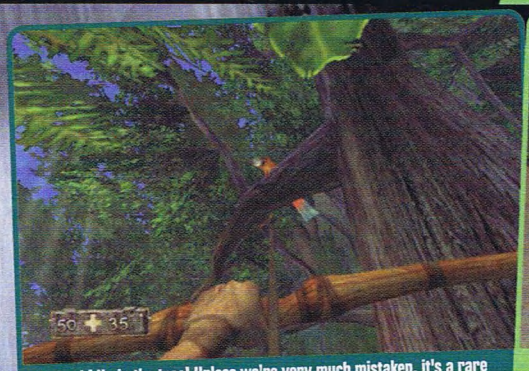


▲ It wouldn't be *Turok* without a lung-busting swim through over-long underwater tunnels. This is it.

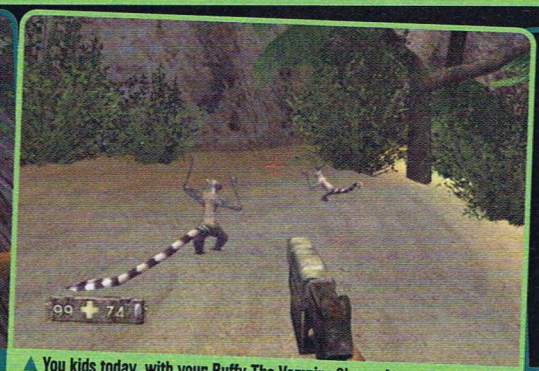
▲ Perhaps the sensible thing to do would be to talk to the lizard men. Work things out. Maybe not. Bang!

Turok's Nature Watch

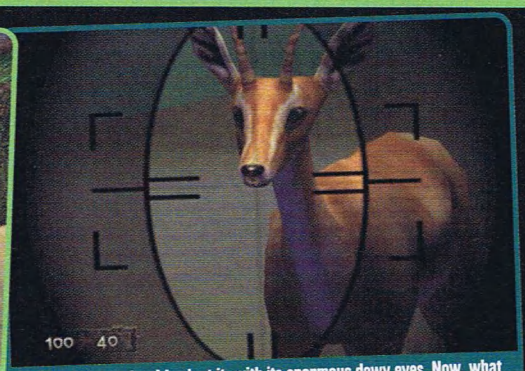
Along with all the gun-toting lizard men and angry animals with teeth as big as... really big teeth, or something, Turok Evolution features a host of harmless wildlife. Let's take a look, shall we?



▲ Look! Up in the tree! Unless we're very much mistaken, it's a rare macaw! And about to become even rarer...



▲ You kids today, with your Buffy The Vampire Slayer. In my day it was Animal Magic, and Dotty The Ring-Tailed Lemur...



▲ Aww! A cute deer! Look at it, with its enormous dewy eyes. Now, what do you reckon: normal, explosive or poison arrow?

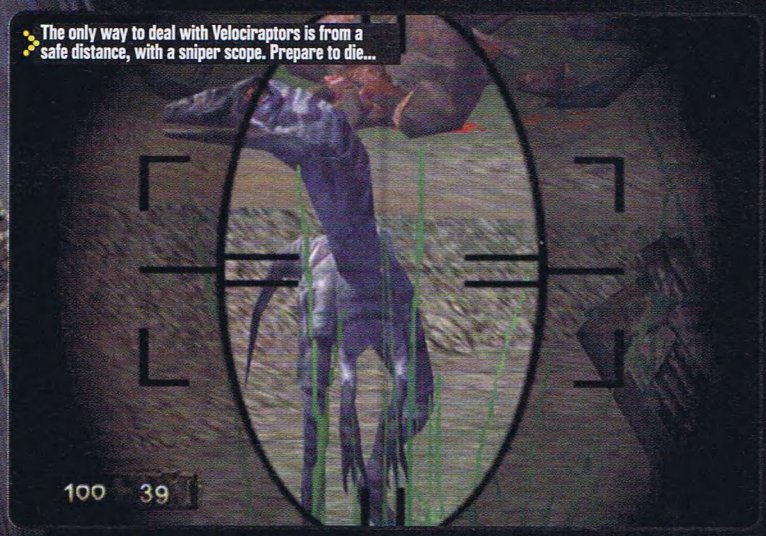
Factpack

The stuff you need to know...

Prehistoric life-forms	32
Control modes	2
Multiplayer maps	13
Jumpy bits	Too many

▲ A deer contemplates switching to a different, carnivorous rung on the evolutionary ladder. Stop it!

▲ Never interrupt a dinosaur while it's having lunch. Especially if the lunch is an even larger dinosaur.



▲ The only way to deal with Velociraptors is from a safe distance, with a sniper scope. Prepare to die...

what you'd expect from the mighty Xbox. Far too many angles for my liking. It's pleasant to see enormous dinosaurs and to do combat with gigantic airships, but it's hardly *Halo*.

On the plus side, it's not all first-person shooting. In an unexpected twist, the second chapter sees *Turok* turn into *Panzer Dragoon*, setting you astride a Pteradon for a session of air combat and ground assaults. Makes for an interesting diversion, but as to how it sits in the game as a whole...well It doesn't, really. Why do it? Was there a point? If you're a developer and you're happy with your first-person shooter, don't shoe-horn in an entirely different style into the equasion. Makes things lumpy.

> ...the second chapter sees **Turok** turn into **Panzer Dragoon,** setting you astride a **pteradon** for a session of **air combat...**

If you've played any of the previous *Turok* titles you *know* what to expect. More of the same, a few new guns, irritating jumping puzzles (yep, afraid so) and gallons of blood. Oh, and quite a few dinosaurs as well. You may have heard. Not a patch on *Halo*, although it does have some *very* cute ring-tailed lemurs...

Softography

These guys have also made...

WWF Attitude	90%
Super Bust-a-Move	80%
Extreme G3	81%
Crazy Taxi	76%
Shadowman: Second Coming	80%
Fur Fighters: Viggo's Revenge	80%

It's Pturok!

▲ Flying? A Pteradon? In an FPS? It starts off easy so you won't have many problems.

▲ Things get a bit hairy when a rockfall happens right in front of you. Quick reactions needed.

▲ Now, *this* is cool. Take down the airship while prehistoric flying machines swarm around you.

Judgement

GRAPHICS Reasonably detailed with the inevitable buckets of blood, but the Xbox can do far better.

GAMEPLAY Simple shooting 'n' sniping, plus a *Panzer Dragoon* tribute that's a little out of place.

LIFESPAN You'll romp through it – but the multiplayer action could keep you blasting for some time.

Yet another okay Xbox title to add to the growing pile. Turok's a not-bad blast, but that there *Halo*'s still aeons ahead.

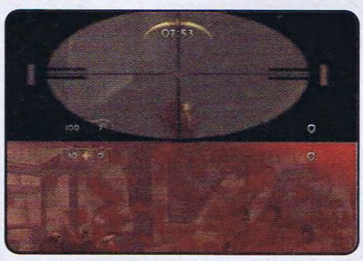
Overall 76%

Gratuity!

One thing the Turok series has always been mad for is blood. Lots and lots of blood.

▲ You'll never tire of scoped headshots. You'd better not, because you'll spend a lot of time doing them.

▲ Yikes! Baboon attack! No, don't laugh; the little sods are lethal. Be prepared to spill lots of primate juice.



▲ And once you tire of messing up computer enemies, invite some mates round and do the nasty to them.

REVIEWER

Richard Melville

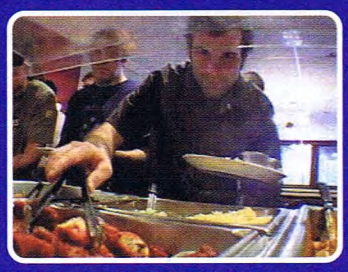
OUT: SEPT | **FORMAT:** PS2 | **PRICE:** £40 | **DEVELOPER:** RAINBOW | **PUBLISHER:** ACTIVISION | **SPECIAL FEATURES:** NONE | **OTHER FORMATS:** XBOX | **CALL:** 01753 756 100 | **PLAYERS:** 1-2

Matt's So Crazy

Being cool is hard when you're an aged BMX biker. But Matt has gathered together some spunky young dudes to let us know just what a great guy he is. Watch in hilarity as each level is introduced by fellow bikers on the tour bus and wonder no more about why these men have no fear. They have no brains!

▲ Howdy folks, I'm Matt Hoffman. All this bike riding can lead to chaffing so I'm waiting for a bus to take me to the chemist for some cream.

▲ This extreme chap thinks Matt is a great guy. He's ideally suited to a bus road trip as he only washes once a week.



▲ After a six-hour bus journey, what better way to relax than heading to the nearest diner to satisfy your hungry pack of biker dudes.

▲ The in-game camera can be irritating at times and you'll need to flick the right analogue stick to correct it. But once you've got the hang if it it's just dandy.

11 men, 1 bus and **8 cities**. It's not the **Man Utd tour bus**, it's ***Matt Hoffman*** and his **crusty BMX mates**...

Matt Hoffman's Pro BMX 2

While Mr Hawk is limbering up for his fourth adventure, BMX crash test dummy *Matt Hoffman* has just landed on PS2. The city-hopping main career mode is based around a 'crazy' road trip where Matt and pals get on a bus and tour the USA. Sound exciting? Well, no, but it gives gamers a excuse to ride around 8 cities including Boston, Los Angeles and New Orleans.

GET ON THE BUS!

FMV clips lead you into each level and Matt's 10 playable mates each have something to say about the man. The first clip you see is a crusty 'dude' who explains what a great guy Matt is - apart from when he forgets to bring his credit card to a restaurant. Luckily, the in-game action is more exciting. Using the familiar *Tony Hawk's* control method to grind, jump and spin, controlling Matt is a piece of cake. The tasks for each level are divided into amateur, semi pro, pro and 'secret' goals. In total, there's a whopping 96 challenges.

PRESSURE DROP

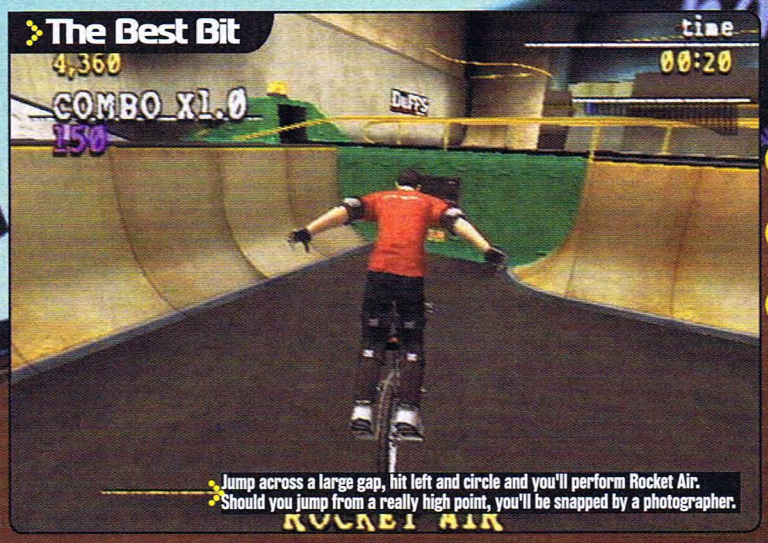
After winning enough points to reach the next level, you can choose which city to unlock via the road trip map. A level editor helps vary things but the main downer is the lack of new gameplay. *Tony Hawk's* has dropped time-based levels in favour of skill-based tasks and expanded trick combos, but has added free-roaming streets with mini games. Matt Hoffman is lagging way behind his more popular extreme sports brother and you won't see any massive changes to the original formula.

Softography

These guys have also made...

Tony Hawk's Pro Skater 3	94%
Tony Hawk's Pro Skater 2	91%
Spider-Man	82%
Buzz Lightyear of Star Command	62%
ATV Offroad Fury	80%
Splashdown	61%

The Best Bit



Jump across a large gap, hit left and circle and you'll perform Rocket Air. Should you jump from a really high point, you'll be snapped by a photographer.

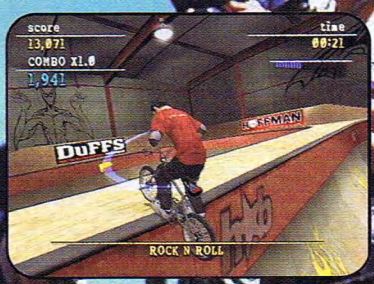
Camera Shy

Perform a high scoring stunt or jump across the highest gap in a level and you'll be snapped by a sneaky member of the paparazzi.

Like Tony Hawk, you can perform different types of grind but you can't switch mid grind, sadly.

Break out of a high grind and photographers will snap you, saving your achievement straight to memory card.

When you take another look at your photo, you can zoom in and rotate the pic to see just how good your stunt was. Ace!



Judgement

GRAPHICS Good animation and clear free roaming cities look good but leave you in a frenzy.

GAMEPLAY Basically the same as before, with solid controls but little variation to stunts.

LIFESPAN Veterans will be bored after a fortnight but newcomers will be more excitable.

While Hawk pulls ahead, Hoffman shows little originality compared to the original. Only hardcore bike fans need apply.

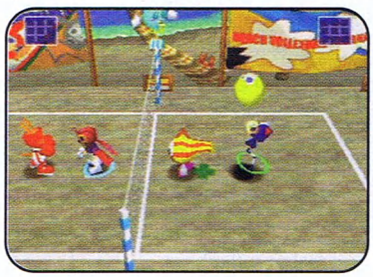
Overall 71%

KLONOA BEACH

OUT: NOW FORMAT: PSONE PRICE: £20 DEVELOPER: NAMCO PUBLISHER: SONY

Klonoa Beach Volleyball

Get **sand in your fur** with this year's biggest **summer craze...**



▲ This is the only arena where the sand really flies. Keep an eye out for the local pondlife too.

▲ Good heavens, they've beheaded that Zippy thing off Rainbow and they're kicking his head about. Neat!

It's the summer of beach volleyball apparently, and all manner of skimpily clad ladies are a-spiking and a-feinting right across the release schedules. Skimpily clad ladies and small furry beasts that is.

Oh yes, Namco, in their quest to kickstart a cuddly cartoon-led franchise, have forgone the bikini birds and instead pointed their unspecific little hairy creature at their take on the sand-fuelled ball-bouncing genre instead.

SANDY BALLS

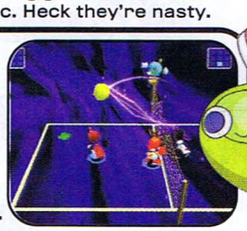
Although obviously aimed at the more youthful gamers (indeed, there are Kids and Baby modes for those less dextrous among us), it's still a bit tricky to get your thumbs around the controls, and it's use of big chunky characters and giant pink dinosaurs belies its steep learning curve. But once you're used to the controls it can actually be quite a giggle.

There are ten character options, and there's even the chance to play four-player with two game pads - which can lead to much hectic confusion and wiry entanglement.

While it may not have the long-term playability of the more 'serious' beach ballers, it's still an entertaining and frequently confounding way to spend a good few hours on the beach.

Smack Attack!

There's a bunch of special attack moves where the sky goes dark and everything gets all slow and psychedellic. Heck they're nasty.



Your power grid lights up, you hit the right buttons, and kablooey, everything goes all weird, blue and electricky.

If you don't get the ball back over the net all sorts of sparks fly free. It's like taking your school jumper off in the dark.

But worse than that, they get mucho extra points and you end up frazzled to a smoking crisp. And that's not terribly polite!

Judgement

GRAPHICS You'll need to sit well back from the telly, cos everything on screen is huge!

GAMEPLAY Fiddly at first, but once you get the hang of it, it turns into a bit of a button munch.

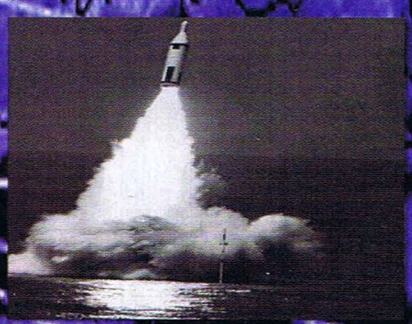
LIFESPAN Not one for frequent daily play, more the occasional fun-heavy, no brainer session.

It looks like *Klonoa* and smells like *Super Smash Bros*, but despite the kiddie look, it's not a bad pop at the genre.

Overall 74%

REVIEWER: Roy Delaney

Global Power
Realistic Real-World Strategy



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HANDHELD HEAVEN

Games as big as a clown's pocket in your pocket! Oh yes, it's GM's monthly **round up of all that's big** on your handhelds...

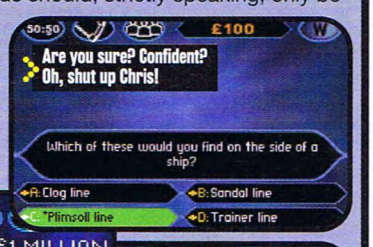
DEVELOPER: HOT HOUSE PUBLISHER: ZOO PLAYERS: 1

Who Wants to be a Millionaire?

We're not sure if Zoo are being tight but the GBA version of *Millionaire* doesn't include a mini-Chris. (Probably for the best, eh?)

Although all the jingles are faithfully reproduced, true *WWTBAM* buffs will spot that the music from £1,000 onwards should, strictly speaking, only be used for the million-pound question.

Apart from that, this works just fine - even if they haven't put more than a few seconds' original thought into the project. (Some sort of High Score facility might have been nice). But it is what it is and at that it's quite good.


50:50
£100
Are you sure? Confident? Oh, shut up Chris!
Which of these would you find on the side of a ship?
A: Clog line
B: Sandal line
C: Plimsoll line
D: Trainer line

▲ Great. Well, thanks for that, audience.

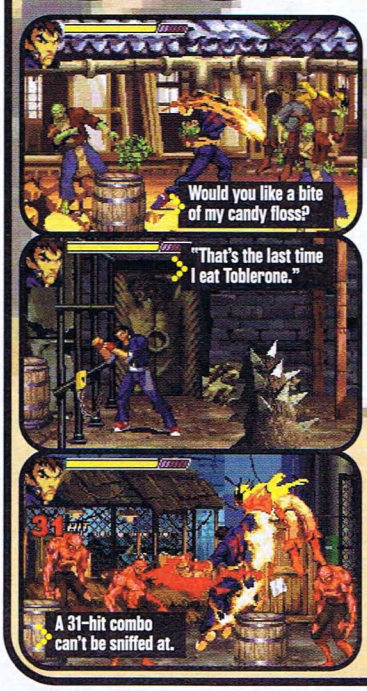
▲ Now, whatever happens that's safe. Unless there's someone in the audience with a cough, of course.

Exactly what it says on the cart. Without the cash!

70%

DEVELOPER: NAPS TEAM PUBLISHER: ZOO PLAYERS: 1

Gekido Advance: Kintaro's Revenge



Considering that we're a bit vague on why Kintaro is feeling aggrieved, or for that matter who Kintaro is, and the fact that it looks Japanese but comes from Italy, this is surprisingly good.

It's a scrolling beat-'em-up in the *Final Fight* mould, with delicious graphics and baddies who actually take a bit of thought to deal with. Better still, there's more to it than walking from left to right and hitting people. You can also enter rooms, clamber up ladders, dodge bats, and collect keys and power-ups - you can even walk from right to left. There's adventuriness too, in the form of characters you can chat to o-n-e l-e-t-t-e-r a-t a t-i-m-e. Smart!

A highly engrossing beat-'em-up adventure.

86%

DEVELOPER: BINARY9 PUBLISHER: UBI SOFT PLAYERS: 1

Pinball Challenge Deluxe

▲ Yes, well, *you* try getting a high score and taking screenshots at the same time.

◀ It scrolls around, obviously. This isn't the whole table - it's twice this size at least!

Surely a pinball game should have an option to turn your GBA on its side and view the whole table at once. That's what we'd've done.

All the same, this is a spot-on conversion of *Pinball Dreams* and *Pinball Fantasies*, a couple of games that had the whole of Amiga Power engrossed throughout the '90s. You get eight tables altogether, all clearly designed by true pinball devotees, along with a ball that rattles around beautifully. It really is an excellent package. (No two-player mode or battery back-up, though. Tsk.)

Continuing the Challenge theme, the Swedish developers of the Amiga original went on to do *Rallisport Challenge* for the Xbox.

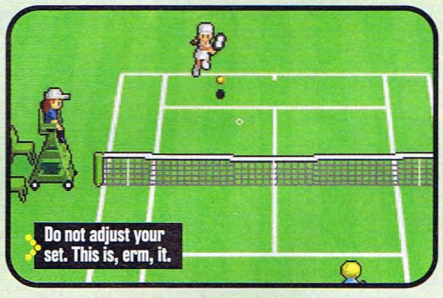
GAMING MASTERPIECE

Eight superbly designed pinball tables made tiny.

90%

DEVELOPER: KONAMI PUBLISHER: KONAMI PLAYERS: 1-4

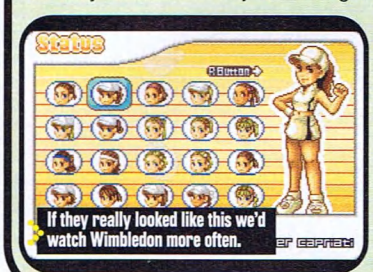
Pro Tennis WTA Tour



Men are officially banned from the WTA Tour, even if they turn up in little white skirts, so Konami's pocket tennis offering features an all-girl line-up.

Which works brilliantly – the player select screen even has little manga-style versions of all your favourite stars. Apart from Anna Kournikova, chiz.

Less brilliant are the in-game graphics, which don't look much better than a GB Color game. But the least brilliant thing of all is the way it plays. At their best – *Mario Tennis* or *Pocket Tennis* on the NGPC – tennis games are fantastic fun. But here the ball's too easy to return, the CPU players are too easy to outwit. You just don't get much feeling of being in control.



Superficially good, but we'd wait for Mario.

63%

REVIEWERS: Jonathan Davies

OUT: NOW FORMAT: GC PRICE: £40 DEVELOPER: CAPCOM PUBLISHER: CAPCOM

REVIEWER: Neil Randall

Pulling off a special move is enormously satisfying – until you remember that a lobotomised chimp could have done it, too.

Capcom Vs SNK 2EO

Violence is golden as the classic combo lands on the Cube...

Don't rub your eyes – you have seen *Capcom Vs. SNK 2* before, namely for DC and PS2. And it were wicked. But hang on a mo.

See that '*EO*' in the game name? It stands for 'Easy Operation'. Which is Capcom admitting that the GC pad isn't up to all their special moves. So how does one pull off, say, a fireball? By pushing the C-Stick in the appropriate direction. What about a mid-air reversal? Move the stick in another direction. It still plays top, looks top and has that elusive Capcom/SNK feel, but holding the C-Stick in one direction for an entire bout robs the game of its essence. And that makes it the pop tart of the series. A good kicking looms...

See how impressive that looks? Piece of cake. Just aim up on the C-Stick. Now you try it.

Judgement

GRAPHICS You can't slaver over an SNK or Capcom brawler for too long. It's art, is what it is.

GAMEPLAY Lukewarm, diluted and remedial. The moves are there, but getting them is child's play.

LIFESPAN There's still stacks of replay value and a 2D beat'-em-up from this family is timeless.

It'll probably introduce new gamers to the genre, but you may as well have have cruise control for *Colin McRae.*

Overall 55%

REVIEWER

Alec Meer

OUT: NOW FORMAT: PC PRICE: £30 DEVELOPER: ILLUSION SO PUBLISHER: TAKE 2

Otherwise known as **Grand** Theft **Crazy** Goodfellas **Taxi**...

Mafia

Squint a bit, turn on some tacky local radio station in the background and you might just get away with pretending you're playing *GTA 4*. After all, *Mafia* is from the same publisher, it's got gangsters in it, and you get to drive around an enormous living, breathing city, mowing down pedestrians and carrying out tasks for the mob. Stop us if you think you've heard this one before...

The big difference is that there are rules – while *GTA3* was the schoolyard, *Mafia* takes you back into the classroom. You have to follow the speed limit and try actively to avoid running people over. You can only steal cars that you know how to pick the lock of and you stop and apologise to policemen if they catch you speeding. Or you could blow their faces off with a shotgun, resulting in a half-hour long chase around the city usually culminating in a truly satisfying blood-bath. Much better.

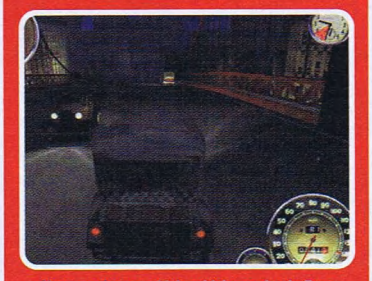
Mafia isn't at all a cheap rip-off of

Softography
These guys have also made...

Hidden and Dangerous	81%
H&D: Fight For Freedom	78%
Flying Heroes	75%
4X4 Evolution	80%
Kiss Psycho Circus	73%
Grand Theft Auto	83%

Ticket To Ride

Bored of mission after mission after mission? Sick of tacking orders and desperate to scuff those shiny black shoes? Then let *Mafia*'s Free Ride mode take pity on you. It's just you, your guns and no rules in a city just begging for a bloodthirsty madman charging through the streets and stealing cars left right and centre.


You can choose which vehicle you begin Free Ride mode with – even the faithful old fire engine.

If the police are on to you, you have a choice – delay you mission to pay them off or stand and fight. We choose the

PREVIOUSLY IN Games Master

Missed a copy of GM and are thirsting for game scores? Want to know if a game is mup or magic? Here's where we group together the scores from the last few issues for your at a glance perusing! Inside the GM records bunker we pump our tilly lamps, adjust our horn-rimmed goggles, haul open the bronze and ebony blast doors and retrieve the lot just for you!

HITS THE ONES WE THINK ARE TOP OVER 90%

PITS THE ONES THAT SHOULD BE SHOT UNDER 50%

SUPER MARIO SUNSHINE	(GC)	95%
RESIDENT EVIL	(XB)	94%
NEVERWINTER NIGHTS	(PC)	92%
STUNTMAN	(PS2)	82%
WORLD RALLY CHAMPIONSHIP	(PS)	82%
CRASH TEAM RACING	(PS)	82%
CIVILIZATION 2	(PC)	81%
ENCLAVE	(XB)	80%
CRAZY TAXI	(PC)	80%
TOCA RACE DRIVER	(PS2)	79%
GO! GO! BECKHAM	(GBA)	74%

LOST KINGDOMS	(GC)	68%
NEXT GENERATION TENNIS 2002	(PC)	65%
DINO STALKER	(PS2)	65%
FORMULA ONE ARCADE	(PS)	62%
ZOOCUBE	(GC)	62%
MEN IN BLACK 2	(PS2)	50%
MANIAC RACERS ADVANCE	(GBA)	45%
ZANZARAH	(PC)	45%
DAIKATANA	(PC)	45%
TIGER WOODS PGA TOUR GOLF	(GBA)	38%
LEGO FOOTBALL MANIA	(GBA)	12%

RKS SPECIAL FEATURES: NONE OTHER FORMATS: NONE CALL: 01753 854 444 PLAYERS: 1

▲ Sick but brilliant – you can shoot people in their cars, then turf the dead bodies onto the street.

▲ Get seen speeding and a cocky copper will make you pay for it. So much for being an untouchable...

GTA, and tries really hard to be a more serious, story-driven game, narrating your rise through the ranks of the 1940s Mafia.

COSY NOSTRA

The look and feel of the city is superb, the graphics jaw dropping and there's some ace acting from the cast of Mafiosa heavies. But it's just not as fun, or as addictive as *GTA3*. As the first in an inevitable flood of *GTA3* clones, *Mafia* does a stand-up job. It might not be the Godfather, but it certainly respects the family.

...you stop and apologise to cops if they catch you speeding. Or you could blow their faces off...

Judgement

GRAPHICS Absolutely breathtaking – so long as you've got an absolute ninja of a PC.

GAMEPLAY It's a bit slow and stilted but a well-told story and some diverse missions should do you.

LIFESPAN The main game won't last that long, but you'll be coming back for more again and again.

Mafia isn't exactly sleeping with the fishes, and is a great game in so many ways. But hard as it tries, it's so much like *GTA3* it hurts.

Overall 82%

And if we've missed anything here's our...

Reviews Round-up

STICH: EXPERIMENT 626 — 22%

Successfully managing to make the PS2 look like a 16 bit beast, this Disney 3D platformer is a movie spin off that starts to unravel the moment the 2D gameplay starts. Bad game of a bad film.

FORMAT: PS2 BY: SONY PRICE: £40

EJAY CLUBWORLD — 78%

A serious music making packages for your phat controller that is easy to use and has plenty of mixing potential but isn't quite as much fun *MTV Music Generator* in the sonic stakes.

FORMAT: PS2 BY: EMPIRE PRICE: £40

WWE SMACKDOWN! 2: KNOW YOUR ROLE — 93%

Enormous wrestlers and a simple control system make this lycra fighter the pin-down king of the PSone. With action in and out of the ring this playable pro is cheaper than a Steve Austin hairdo.

FORMAT: PSONE BY: THQ PRICE: £20

GALERIANS — 68%

Sprawling across three CDs this psychic survival horror shows its age in parts but still manages to tell a genuinely nasty story, even if the exploration heavy gameplay gets a bit tiring.

FORMAT: PSONE BY: ASCII PRICE: £10

RETURN TO CASTLE WOLFENSTEIN SPECIAL EDITION — 92%

Run back through the castle of the cultish Nazis in this outstanding 'war in hell' adventure that any serious FPS fan must let invade their PC. If you've not got the original this is a good place to start.

FORMAT: PC BY: ACTIVISION PRICE: £20

TONY HAWK'S PRO SKATER 3 — 83%

No excuses this time because this is the best trucker on PSone and at with a price like this you need to root around behind the sofa to find enough cold hard cash. Skate tough buster.

FORMAT: PSONE BY: ACTIVISION PRICE: £20

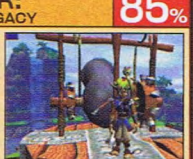
EVIL DEAD: HAIL TO THE KING — 12%

A horrific zombie killer that lacks so much in fun or entertainment that it is enough to make you want to 'do a Bruce Campbell' and sever your own hand. Right, has anyone seen that chainsaw?

FORMAT: PSONE BY: THQ PRICE: £10

JAK & DAXTER: THE PRECURSOR LEGACY — 85%

This excellent platformer pairs up a furry freak called Jak and his weasel pal named Daxter. Big, smart and great to look at, this is still as good as plumber-less PS2 platformers get.



FORMAT: PS2 BY: SONY PRICE: £20

CRICKET 2002 PC — 45%

A sedate sim that makes a good defence of the summer sport but still gets caught going for the big score on the boundry, because in the final test it ain't much fun alone. Caught and bowled.

FORMAT: PC BY: EA PRICE: £35

QUAKE 3 GOLD — 82%

With that famous engine running both *Team Arena* and *Arena*, this is a superb multi-player package that stumbles only because the solo stuff was forgotten during all that friendly fragging.

FORMAT: PC BY: ACTIVISION PRICE: £20

GIANTS: CITIZEN KABUTO — 79%

You play an alien sent on holiday by mistake in a game that is always evolving, changing you from a soldier to a spirited princess to a slavering beast in an original and solid shooter.

FORMAT: PC BY: WHITE LABEL PRICE: £10

INTERNATIONAL CRICKET CAPTAIN 2002 — 46%

Another long innings from an unchanged side that doesn't have the new balls to improve on last years run. Running on a neglected wicket, it is worth boycotting unless you want the latest stats.

FORMAT: PC BY: EMPIRE PRICE: £20

GTA 3	(PC)	93%
GRAND PRIX 4	(DC)	91%
ZOOCUBE	(GBA)	89%
DELTA FORCE: URBAN WARFARE	(PS)	87%
AGGRESSIVE INLINE	(PS2)	86%
GT CONCEPT 2002	(PS2)	85%
F1 2002	(PS2)	82%
BUFFY THE VAMPIRE SLAYER	(XB)	80%
LE TOUR DE FRANCE	(PS)	77%
PRISONER OF WAR	(PS2)	71%
JAMES BOND: AGENT UNDER FIRE	(GC)	75%
FREEKSTYLE	(PS2)	74%
LEGENDS OF WRESTLING	(GC)	71%
SCOOBY DOO	(PS2)	71%
HUNTER: THE RECKONING	(XB)	64%
BARBARIAN	(PS2)	60%
VIRTUA STRIKER 3	(GC)	59%
DETECTIVE BARBIE	(PS)	51%
DRAGONBALL Z	(GBC)	40%
SLAM TENNIS	(XB)	37%
ARMY MEN: WORLD WAR	(PC)	15%
SVEN'S WORLD CUP CHALLENGE	(PC)	07%

HALF LIFE GENERATION	(PC)	91%
V RALLY 3	(GBA)	85%
SMASH COURT TENNIS: PRO TOUR	(PS2)	83%
BREATH OF FIRE 2	(GBA)	83%
MOTO GP: URT	(XB)	83%
BLENDER BROS	(GBA)	81%
SOLDIERS OF FORTUNE 2	(PC)	81%
UPLINK	(PC)	80%
SPIDER-MAN: THE MOVIE	(GBA)	80%
METAL SLUG	(PS)	77%
FIREBLADE	(PS2)	76%
V RALLY 3	(PS2)	75%
FREQUENCY	(PS2)	75%
BRITNEY'S DANCE BEAT	(PS2)	72%
COMMANDOS 2: MEN OF COURAGE	(PS2)	72%
SHEEP	(GBA)	71%
CIRCUS MAXIMUMUS	(XB)	58%
DAVID BECKHAM SOCCER	(XB)	54%
DIE HARD: NAKATOMA PLAZA	(PC)	49%
SOLDIERS OF FORTUNE: GOLD	(PS2)	40%
TD OVERDRIVE	(PS2)	35%
JET ION GP	(PS2)	16%

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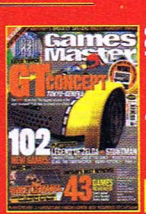

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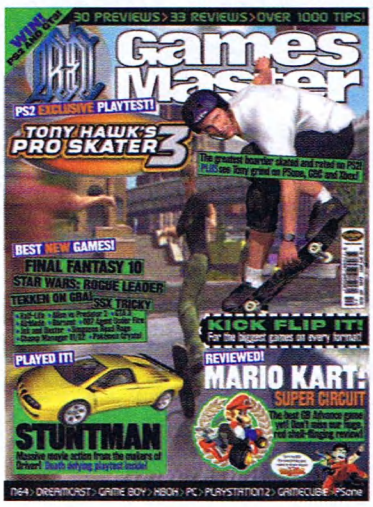

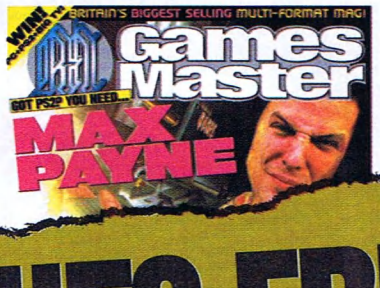

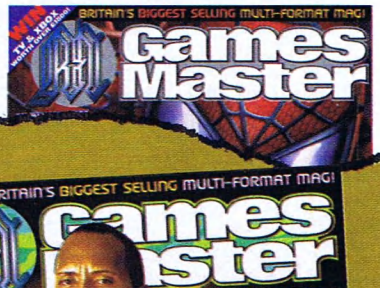

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HARD WAR

Can you control yourself? It's another peripheral party and we're dancing this month. In between fiddling with joypads of course...

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HEAD TO HEAD

WILD THINGS QUBE PAD

PLAY X GAMECUBE PAD

QUBE PAD

What did we get when we tried to click down the Ninty triggers? Nothing but a horrible springy sound. It's comfy, but the D Pad is a disgrace and it's got a silly name. Awful.

From: Wild Things
Contact: 02920 755 774
Price: £9.99

43%

PLAY X PAD

That's more like it! It's got proper clicky triggers and the Z button is even better than on the official pad. The buttons are too big and look a bit Early Learning Centre, but apart from that, this is ace.

From: Play X
Contact: 01933 391 999
Price: £9.99

80%

VERDICT:

Both pads are cheaper than Ninty's controller, but the Qube pad, with it's springy buttons, feels nasty. Play X's pad is better with the bonus of an extra, programmable 'M' button above the Left trigger.

ESSENTIAL PACK

It's not essential, but it's bloody good. Not only is this a nice stand for your PS2, but with four controller ports it's also a multi-tap. And there's even space for the bonus DVD remote controller, so you won't lose it down the sofa.

From: Wild Things
Contact: 02920 755774
Price: £29.99

85%

5 IN 1 PACK

This has to be one one of the last GBC peripheral packs. It all looks a bit cheap, but the light works well and you also get a cool carry case, a rechargable power pack which lasts for 10 hours, an adaptor and some four-way link cables.

From: Play X
Contact: 01933 391999
Price: £24.99

71%

ADRENALIN STICK

It's the same old flight stick problems. As with the 4gamers stick (45%, August issue), you have to slam this stick as far as it will go to make the slightest turn. It looks nice, but that's no help when you're getting shot up the jacksie.

From: Saitek
Contact: 01454 451 900
Price: £39.99

45%

3 IN 1 LIGHTGUN

From a distance, this looks like a gun that James Bond would be proud of. And although it doesn't feel as good as the unbeatable G Con 2, the 3-in-1 lightgun has got a decent D-pad on the side and it's accurate. Not bad.

From: Play X
Contact: 01933 391 999
Price: £24.99

74%

DANCING CARPET

Do you see a shag pile? Then why is it called a Dancing Carpet? It's a mat! The rubber stinks, but you won't be dancing on your nose. Once you throw some moves it works well and will make games like Disney's *Groove Party* more fun.

From: Play X
Contact: 01933 391999
Price: £14.99

73%

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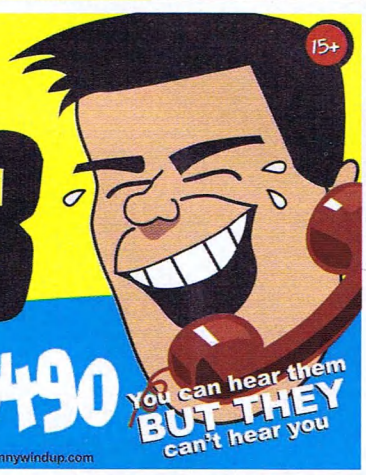

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You know the score. If you want to show off Gamecube to your mates, there's nowt more impressive than slapping *Rogue Leader* in your new console and hearing the *Star Wars* music boom out of the speakers.

And it'll sound even better when pumping out of a brand spanking new 28" widescreen telly and speakers. Yep, we've teamed up with our peripheral pals at 4 Gamers to bring you this great Gamecube set up. Get lucky and you'll win a Gamecube, a 28" widescreen television, a copy of *Rogue Leader* and a 4Gamers Cube Sound System. Even better, we've also got a 4Gamers flight stick, so you can get the full on X-Wing experience when you're screaming through the Death Star.

But that's not all. We've also got our hands on 4gamers 5.6 inch Game Screen. It clips on the top of your Cube so you can play *Rogue Leader* anywhere. We've also thrown in a GameCube carry bag, Racing Wheel, an 8 Mb memory card and a Controller. To win all this great gear, all you have to do is answer the simple question below, fill in (or copy) the form on the right and send it to us us by 3 October. Good luck!

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4gamers THE OFFICIAL OPTION

What do you have to blow up in the first mission of *Rogue Leader*?

a) The Life Star
b) The Death Star
c) The Death Moon

PC MAFIA

From which Italian Island do the *Mafia* originate?

a) Sicily
b) The Scilly Isles
c) The Isle of Man

WIN!

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GAME BOY ADVANCE MEDAL OF HONOR

Who is the war hero in *Medal of Honor: Underground*?

a) Lt. Jimmy Patterson
b) General Mongomery
c) Winston Churchill

WIN!

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XBOX TUROK EVOLUTION

What's the name of the lizard people in *Turok Evolution*?

a) Slegs
b) Slade
c) Slipknot

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8. 4Gamers GameCube Carry Bag
9. 4Gamers GameCube 8Mb memory card
10. Rogue Leader

KLONOA BEACH VOLLEYBALL

How many players are there on a beach volleyball team?

a) 2
b) 3
c) 4

WIN!

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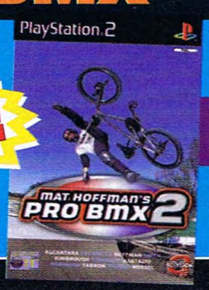
MATT HOFFMAN'S PRO BMX

What is Matt Hoffman's nickname?

a) The Condor
b) Matthew
c) The Birdman

WIN!



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Tick the boxes next to the correct answers and send us the coupon by 3 October 2002. Or copy everything down on a postcard. Sorted!

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Game on! – Which one do you blow up in *Rogue Leader*?

a) The Life Star ☐
b) The Death Star ☐
c) The Death Moon ☐

PC – From which Italian island do the Mafia originate?

a) Sicily ☐
b) The Scilly Isles ☐
c) The Isle of Man ☐

GBA – Who is the war hero in *Medal Of Honor: Underground*?

a) Lt Jimmy Patterson ☐
b) General Montgomery ☐
c) Winston Churchill ☐

Xbox – What are the lizard people called in *Turok Evolution*?

a) Slegs ☐
b) Slade ☐
c) Slipknot ☐

PSone – How many players are there in a beach volleyball team?

a) 2 ☐
b) 4 ☐
c 3 ☐

PS2– What is Matt Hoffman's nickname?

a)The Condor ☐
b) Matthew ☐
c) The Birdman ☐

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Pikmin:
Jonathan Malcoln, Warrington. Steven Connolly, West Midlands. Lewis kent, Herts. Daniel Messer, Wolverhampton. Andrew Rich. Essex.

ZOE:
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Jess O'Brien Scott, Sudbury. Shaun Myandree, South Croydon. David Hodge, Cardiff. Edward Hooton, Caistor St Edmund. Michael Sywangle, Rochdale.

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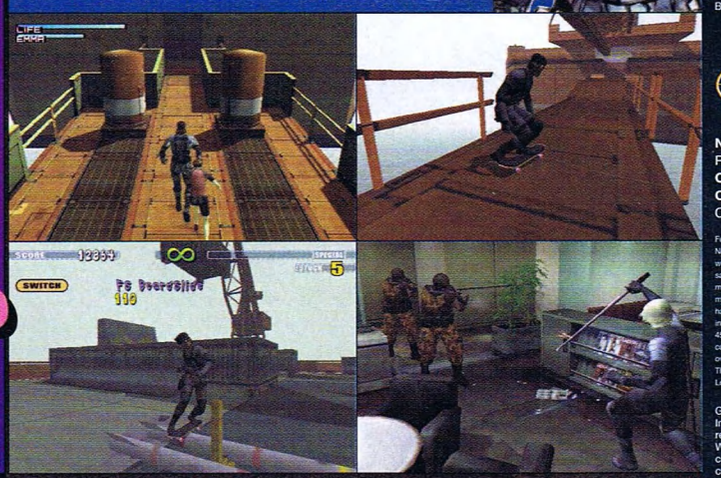

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Army Men: Omega Sold.
Army Men: Op. Green
Army Men: World War
Atlantis
Atlantis 3: New World
ATV Off-Road Fury
Azurik: Rise of Perthia

B = 02
Baldur's G.2: Thr.of Bhaal
Baldur's Gate: Dark All.
Banjo Kazooie
Banjo Tooie
Batman Vengeance
Black & White
Blade
Blood Omen 2
Blood Wake
Bloody Roar 3
Bloody Roar: Primal Fury
Blue Stinger
Bond: Agent Under Fire
Bouncer
Breath of Fire
Breath of Fire 3
Breath of Fire 4
Brian Lara Cricket
Britney's Dance Beat
Broken Sword 1
Broken Sword 2
Bugs & Taz: Time Busters
Burnout

C = 03
C&C: Red Alert
C&C: Red Alert 2
C&C: Retaliation
C&C: Tiberian Sun
C.Bandicoot: W.of Cortex
C-12 Final Resistance
Casper
Champ. Manager 2000
Champ. Manager 2002
Champ. Manager 99
Chase the Express
Chicken Run
Civilisation 2
Code Veronica X
Colin McRae Rally
Colin McRae Rally 2
Command & Conquer
Commandos 2
Commandos Beh. Lines
Conflict Zone
Conkers Bad Fur Day
Constructor
Cossaks: European Wars
Crash Bandicoot 2
Crash Bandicoot 3
Crash Bandicoot XS
Crash Bash
Crash Team Racing
Crazy Taxi
Cricket 2002
Croc
Crystal Pokemon

D = 04
D Mirra BMX: Max Remix
D. Nukem: Time to Kill
Dark Cloud
Dark Summit
Dave Mirra BMX
Dave Mirra BMX 2
David Beckham Soccer
Dead or Alive 2
Dead or Alive 3
Delta Force 2
Delta Force: U. Warfare
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Destruction Derby Raw
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Devil May Cry
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Die Hard Trilogy
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Digimon World
Digimon World 2
Dino Crisis
Dino Crisis 2
Disc World 2
Discworld Noir
Donkey Kong 64
Doom
Dracula Last Sanctuary
Dracula Resurrection
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Dragon Ball Z: Leg. Goku
Dragonball Z: Final Bout
Draken: Ancient Gates
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Driver 2
Dropship
Duke Nukem
Duke Nukem: L.of Babes
Duke Nukem: Zero Hour
Dune
Dungeon Keeper
Dungeon Keeper 2
Dungeon Siege
Dynasty Warriors 2

E = 05
Ecco the Dolphin
Eighteen Wheeler
Empire Earth
Enclave
End Game
Escape Monkey Island
ESPN Int. Track & Field
Eternal Ring
Eve of Extinction
Evergrace
Evil Dead
Evil Twin
Excite Bike 64
Exhumed
Extermination
Extreme G 3

F = 06
F1 2000
F1 2002
FA P. Lgue F'ball Man.'01
FA P.Lgue F'ball Man.'00
FA P.Lgue F'ball Man.'02
Fear Effect
Fear Effect: Retro Helix
FIFA 2000
FIFA 2001
FIFA 2002
FIFA 98
FIFA 99
Fifa World Cup 2002
Fighting Force 2
Final Fantasy 10
Final Fantasy 4
Final Fantasy 5
Final Fantasy 7
Final Fantasy 8
Final Fantasy 9
Final Fantasy Anthology
Formula 1 2001
Freestyle Scooter
Frontline (M. of Honor)
Fur Fighters

G = 07
G1 Jockey
Galerians
Gangsters
Gangsters 2
Gauntlet Legends
Gauntlet: Dark Legacy
Genma Onimusha
Giants: Citizen Kabuto
Gitaroo Man
Godai: Elemental Force
Gold Pokemon
Golden Sun
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Gran Turismo
Gran Turismo 2
Gran Turismo 3
Gran Turismo Concept
Grand Theft Auto
Grand Theft Auto 2
Grand Theft Auto 3
Grandia
Gravity Games
Grinch
GTA: London 1969
Gundam Battle Assault

H = 08
H30 Surfing
Half Life
Half Life: Blue Shift
Half Life: Opposing Force
Halo
Harry Potter
Harvest Moon
Headhunter
Hercules
Herdy Gerdy
Heroes of M&M III
Heroes of Might & Magic
Hidden & Dangerous
Hidden Invasion
Hitman
Hogs of War
Hunter: The Reckoning
Hybrid

I = 09
I.Jones: Infernal Machine
In Cold Blood
Int. Super Soccer
Int. Superstar Soccer 2
Int. Track & Field
Int. Track & Field 2
ISS Pro Evolution
ISS Pro Evolution 2
Italian Job

J = 10
J.Bond: Agent Under Fire
Jade Cocoon 2
Jak & Daxter
James Bond: Goldeneye
James Bond: T. N. Dies
James Bond: T.W.I.N.E.
Jedi Knight 2
Jedi Power Battles
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Jurassic Park: Lost World

K = 11
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Kessen 2
Knockout Kings 2001
Knockout Kings 2002
Koudelka

L = 12
L. of Kain: Blood Omen 2
L. of Kain: Soul Reaver 2
Legacy of Kain
Legend of Dragoon
Legend of Zelda
Legend of Zelda: Seasons
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LMA Manager 2001
LMA Manager 2002
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Louvre: The Final Curse
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M = 13
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Maximo
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MediEvil 2
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Men In Black 2: Alien Esc.
Men In Black: Crashdown
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Metal Gear Solid 2
Metropolis Street Racer
Micro Maniacs
Midnight Club
Midtown Madness
Midtown Madness 2
Mike Tyson Boxing
Mission Impossible
Monkey Island (Escape)
Monster Rancher
Monsters Inc
Mortal Kombat 4
Mortal Kombat Trilogy
Moto GP
Moto GP 2
MTV Music Generator 2
Mummy
Mummy Returns
Munch's Oddysee
MX 2002
MX Rider
Myst

N = 14
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NHL 2002
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No-One Lives Forever

O = 15
Obi Wan (Star Wars)
Oddworld 2: Abe's Ex.
Oddworld: M's Oddysee
Omikron: Nomad Soul
Oni
Onimusha: Warlords
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Operation Winback

P = 16
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Pokemon Snap
Pokemon Stadium
Pokemon Yellow
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Premier Manager 99
Prisoner of War
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Project IGI

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R = 18
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Res.Evil: C. Veronica X
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Rogue Spear
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Sonic Adventure
Sonic Adventure 2
Sonic Adventure 2 Battle
Soul Reaver
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T = 20
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The Mummy Returns
The Simpson Wrestling
The Simpsons: Road Rage
The World is not Enough
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Theme Park
Theme Park Inc
Theme Park World
This is Football 2002
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Thunderhawk: Op.
Time Crisis 2
Time Crisis: Project Titan
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TOCA World Touring Cars
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Tomb Raider 4
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WWF Attitude
WWF No Mercy
WWF Smackdown
WWF Smackdown 2
WWF Smackdown 3 J.B.I.
WWF War Zone
WWF Wrestlemania '00

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X-Files

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Zelda: Majora's Mask
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Zelda: Oracle of Seasons
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Zoo Tycoon

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007 Racing

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